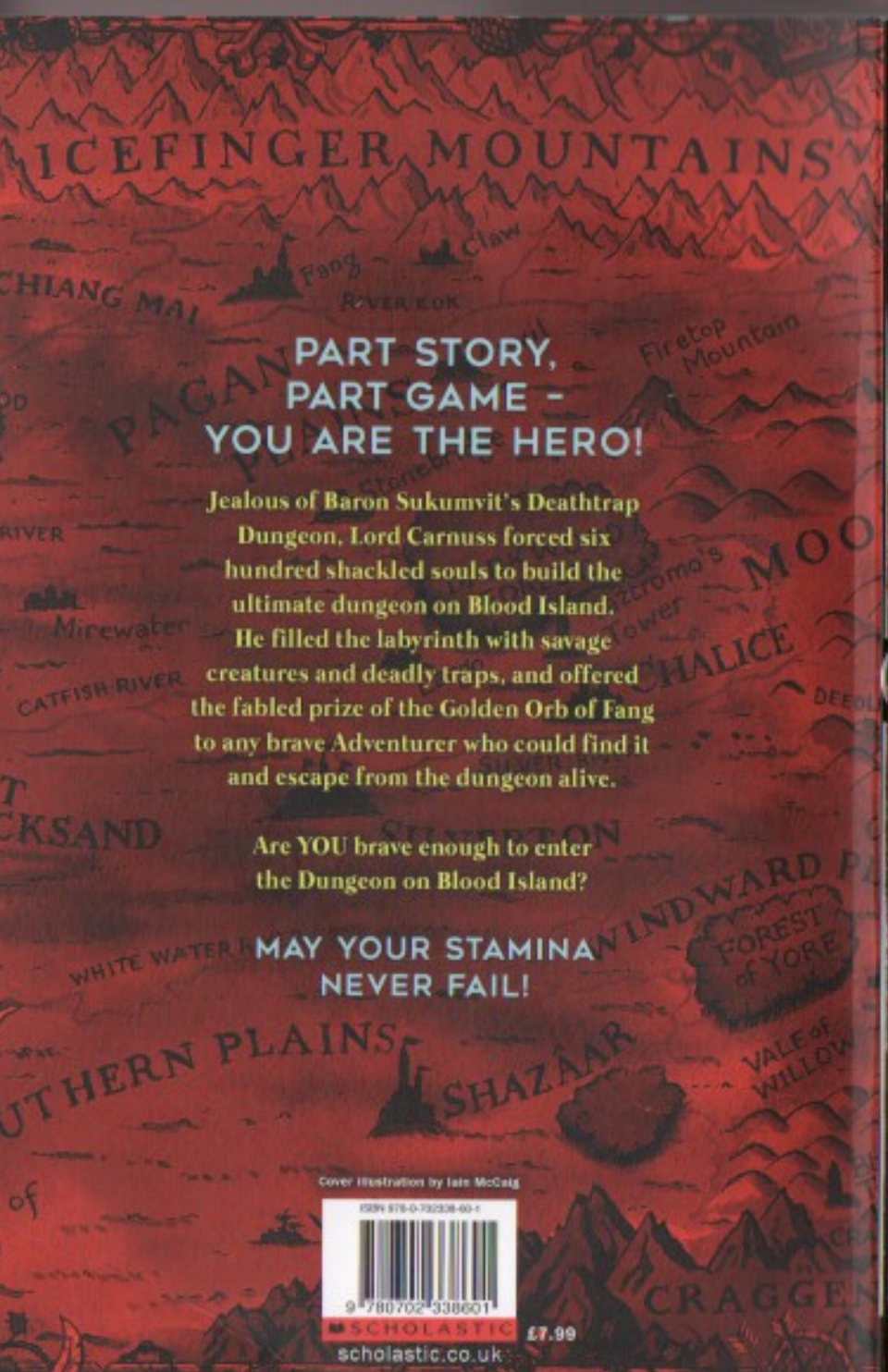

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SECRETS OF SALAMONIS
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ARE
THE HERO
THE PORT OF PERIL
IAN LIVINGSTONE




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Jealous of Baron Sukumvit's Deathtrap Dungeon, Lord Carnuss forced six hundred shackled souls to build the ultimate dungeon on Blood Island. He filled the labyrinth with savage creatures and deadly traps, and offered the fabled prize of the Golden Orb of Fang to any brave Adventurer who could find it and escape from the dungeon alive.

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MAY YOUR STAMINA NEVER FAIL!

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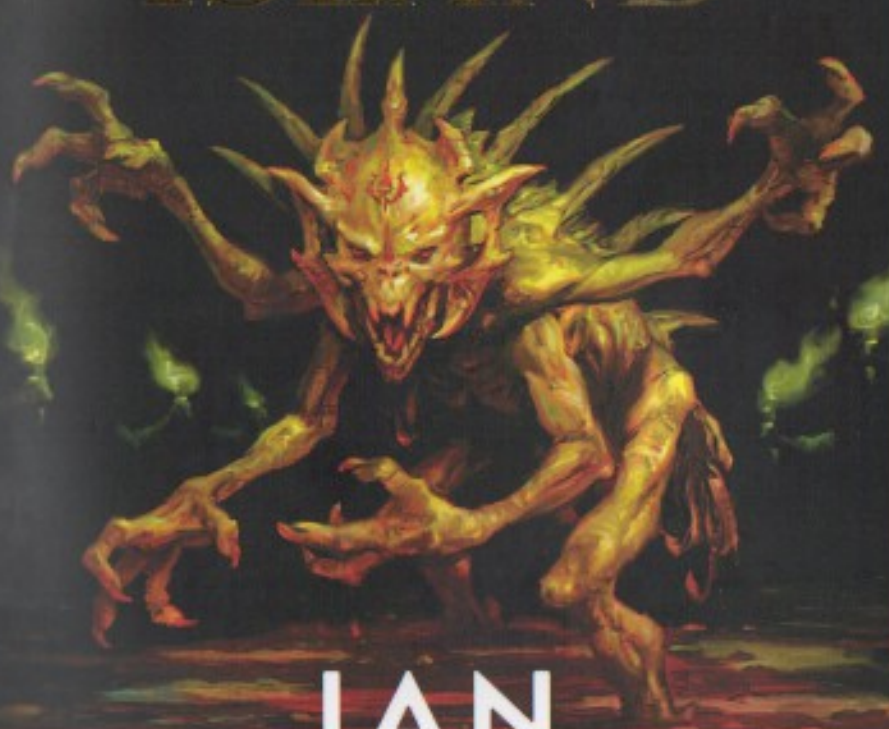
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FIGHTING FANTASY

THE DUNGEON ON

# BLOOD ISLAND

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*The Dungeon of Blood Island* playtested by Victor Cheng and Morten Gottschalck

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# CONTENTS

HOW WILL YOU START YOUR ADVENTURE?
7

BACKGROUND
13

THE DUNGEON ON BLOOD ISLAND
23

RULES AND EQUIPMENT
251

ADVENTURE SHEET
260

# HOW WILL YOU START YOUR ADVENTURE?

The book you hold in your hands is a gateway to another world – a world of dark magic, terrifying monsters, brooding castles, treacherous dungeons and untold danger, where a noble few defend against the myriad schemes of the forces of evil. Welcome to the world of **FIGHTING FANTASY!**

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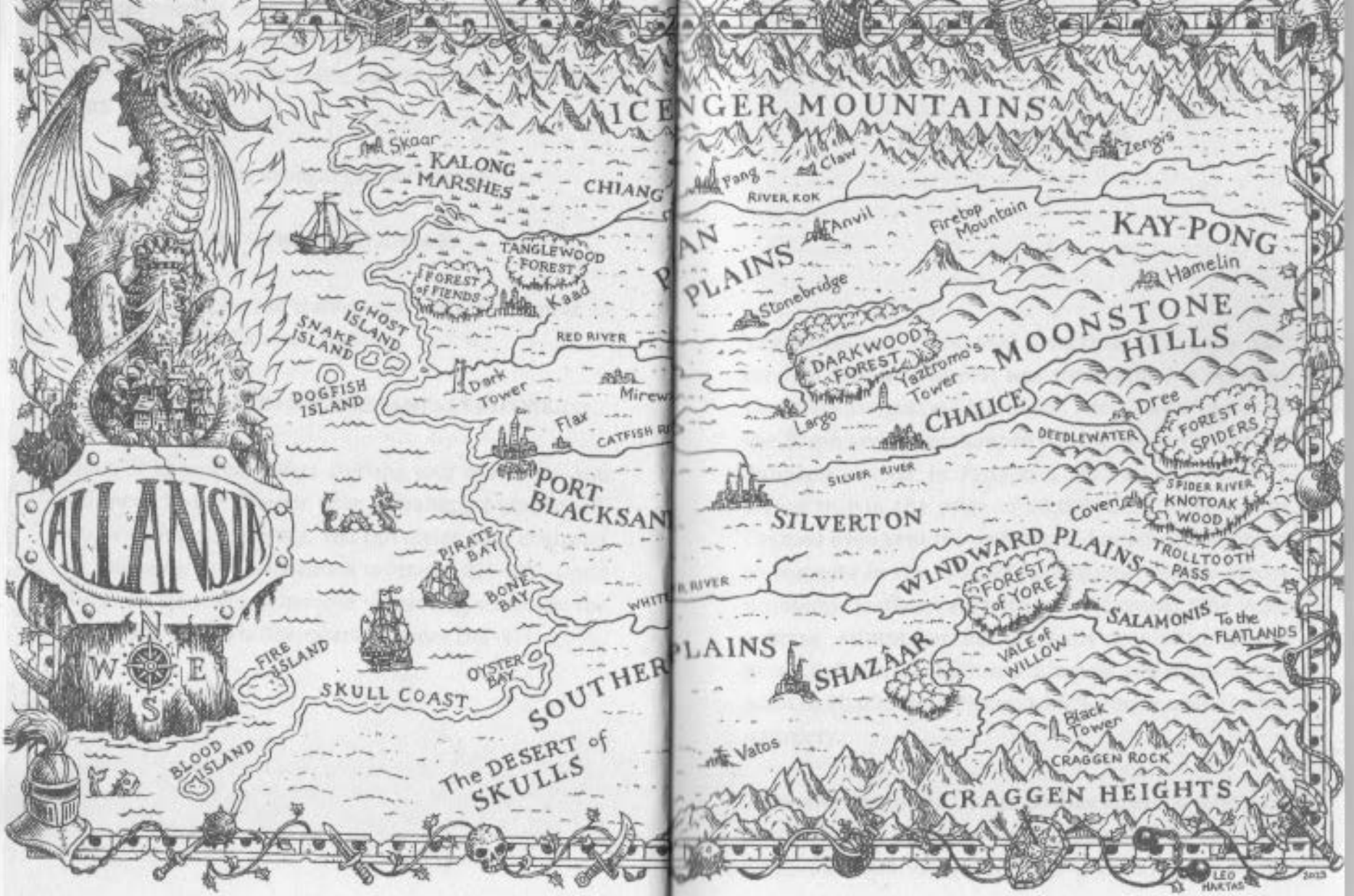
How would you like to begin your adventure?

**IF YOU ARE NEW TO FIGHTING FANTASY...**

It's a good idea to read through the rules that appear on pages 251–259 before you start.

**IF YOU HAVE PLAYED FIGHTING FANTASY BEFORE...**

You will know that before starting your adventure, you will need to roll dice for your character's Initial SKILL, STAMINA and LUCK scores. You can create your character by following the instructions on pages 251–259. Don't forget to enter your character's attribute scores on the *Adventure Sheet*, which appears on pages 260–271.


ALLANSIA
N
W
E
S
ICE
NGER MOUNTAINS
Skoar
KALONG MARSHES
CHIANG
Pang
Claw
Zergs
RIVER KOK
Anvil
Firetop Mountain
KAY-PONG
PLAINS
Hamelin
Stonebridge
TANGLEWOOD FOREST
FOREST of FIENDS
Kaad
GHOST ISLAND
SNAKE ISLAND
RED RIVER
DOGFISH ISLAND
Dark Tower
Mirew
Flax
CATFISH RI
DARKWOOD FOREST
Yaztromo's Tower
MOONSTONE HILLS
Largo
CHALICE
Dree
FOREST of SPIDERS
DEEDLEWATER
SILVER RIVER
PORT BLACKSAN
SILVERTON
Coven
SPIDER RIVER
KNOTOAK WOOD
TROLLTOOTH PASS
WINDWARD PLAINS
PIRATE BAY
BONE BAY
FOREST of YORE
SALAMONIS
To the FLATLANDS
FIRE ISLAND
OYSTER BAY
SHAZAAR
VALE of WILLOW
SKULL COAST
SOUTHER
Black Tower
CRAGGEN ROCK
Valos
BLOOD ISLAND
The DESERT of SKULLS
CRAGGEN HEIGHTS
LEO HARTAS

# BACKGROUND

The fame and glory that Deathtrap Dungeon had brought Baron Sukumvit was something his brother, Lord Carnuss, just couldn't bear. People were in awe of the Baron and never stopped talking about his annual dungeon contest in Fang and the heroes who died trying to win the prize of 10,000 Gold Pieces. Lord Carnuss even sent his own battle-hardened champion to compete in the Trial of Champions, but he died a gruesome death, along with everyone else. One year, a brave Adventurer unexpectedly won through, so Baron Sukumvit rebuilt his dungeon and doubled the prize to 20,000 Gold Pieces, which simply added to his notoriety.

Whenever Deathtrap Dungeon came up in conversation, Lord Carnuss would fly into a rage, cursing his brother's name out loud. Over time, his jealousy turned into

hatred. To upstage Sukumvit, Carnuss decided to build a dungeon of his own on Blood Island where he ruled and offer an even greater prize to the victor. That prize would be the Golden Orb of Fang, which he'd won from his brother in a dice game many years before. The Orb's value was difficult to estimate, but some say that, at auction in Shazâar, a bid of 25,000 Gold Pieces for such a legendary treasure would be the minimum expected. Carnuss revelled in the idea of offering a reward that was once his brother's prized possession. His plan was to hide the Orb deep inside the dungeon and protect it with deadly traps and ferocious monsters. He was certain the Orb would never be found. His message to contestants would be simple – find the Orb, escape from the dungeon, and the prize would be theirs to keep.

Carnuss built his dungeon by linking the underground caverns on Blood Island with a labyrinth of tunnels. Work began in secret, using an army of slaves. It took less than a year to build, but at a cost of nearly six hundred shackled souls. It was finished in time for the grand opening on the 31st day of Fire, just weeks before Baron Sukumvit's Trial of Champions took place in his reconstructed Deathtrap Dungeon.

Knowing his brother would be incensed by the news,



Carnuss sent a personal messenger to him, inviting him to enter a champion of his own to try to win back his precious Orb, or to just come as his guest to watch the greatest winner-takes-all tournament in Allansia. Outraged by his brother's attempt to usurp him by offering the Orb as a prize, Sukumvit sent the messenger back to Blood Island with an exceptionally rude note, written in blood, stuffed in the mouth of a dead rat.

Amused and encouraged, Carnuss sent word to all the towns in Allansia to announce that his dungeon on Blood Island would be open to all comers to win the Golden Orb. He chartered a fleet of boats to ferry contestants and spectators to the island from the mainland. He built taverns and rooms for spectators close to the Arena of Death where the contest would begin. News of the contest spread quickly. It soon became the talking point in every tavern and market square in Allansia. Adventurers, Warriors and Villains from far and wide bragged that they would go to Blood Island to win the Golden Orb.

**YOU** hear about the tournament on Blood Island from a merchant in Skaar, where you have come to sell a bronze sword that you found on an expedition to Kalong Marshes. With 5 Gold Pieces from its sale in

your pocket, you are thinking about travelling to Fang to sign up for the Trial of Champions, but are intrigued by the new dungeon challenge on Blood Island. You walk down to the port where you see a crowd of people gathered in front of a small ship moored at the dock. The ship's captain is addressing the crowd, which is becoming increasingly noisy. 'This afternoon we sail to Blood Island where only the bravest Warriors will compete for the Orb!' he bellows. 'All you have to do to enter the contest to win Lord Carnuss's Golden Orb is step aboard my ship and sign up. And those of you who just wish to watch the contest, step on board and sail with us.'

Winning a prize worth 25,000 Gold Pieces seems unimaginable, and it's a challenge you cannot resist. Without further thought, you raise your arm and push your way through the crowd to walk up the gangplank to sign up for the contest. You are followed on board by a ruddy-faced Dwarf who also signs up to take the challenge. The captain shakes your hand firmly before welcoming more than fifty passengers aboard who want to witness the spectacle for themselves.

When the ship sets sail, all the passengers talk about is the dungeon and its monsters, and whether any of the contestants would survive. The Dwarf introduces



himself to you as Thump and gives you a soft punch on the arm to emphasize his name. He's a stout man with a long beard and a studded iron helmet pulled down over his big bushy eyebrows. He's wearing a leather tunic and is holding a huge war hammer with a handle that is almost as long as he is. He tells you he comes from Stonebridge, a village that was almost destroyed by marauding Iron Giants. He says that if he won the Golden Orb, he would pay for Stonebridge to be rebuilt. He spends the voyage telling you tales of his many adventures, most of which seem wildly exaggerated. When you question him about his claim that he once killed a dragon with his bare hands, he leans back and roars, 'Well, maybe not entirely barehanded, but why spoil a good story with the truth!' Thump is a jovial, larger-than-life character and you can't help but like him, but it does feel slightly strange knowing that you will soon be competing with him for the Golden Orb.

Calm seas, a following wind and sunny skies make for a pleasant voyage, and when Blood Island is spotted on the horizon a loud cheer erupts on board. As the ship sails into the harbour, you see a large crowd of people waving from the dock, eager to see the new contestants. There's a carnival atmosphere with people laughing and cheering, trumpets blaring and drums beating loudly.



*Standing on a platform is a tall, stocky man wearing long robes*

Standing quietly surveilling the scene from a wooden platform set back from the crowded dock is a tall, stocky man wearing an elaborate headpiece and long purple robes filled out with huge shoulder pads. He seems to be quietly enjoying the moment. He is surrounded by stern-faced guards who push back anybody who tries to get too close to the platform. A trumpet sounds, and, when he raises his arms, the crowd falls silent.

The ship's captain orders you and Thump to follow him off the ship and walk through the crowd to the platform where the captain bows to the robed man. 'Lord Carnuss, I bring you two more contestants,' he says sharply. The robed man thanks the captain and glares at you and Thump before turning to address the throng. 'Citizens and honoured guests, I have good news to share with you. We now have 120 contestants ready to compete. I wonder which one, if any, will triumph?' he says, teasing the cheering crowd. He snaps his finger at a guard and growls, 'Feed and water these two wretches. They will need all their strength for the contest tomorrow.'

You are taken to a camp where groups of contestants are huddled together, talking. Some are practising their weapons skills; others are asleep, arms folded, leaning back against wooden cabins. They are a grisly mix of Warriors, Barbarians, Knights, Thieves, Ninjas,

Dwarfs, Elves, Man-Orcs, Pirates, Adventurers and Thugs who stare at you coldly as you walk into camp. Thump whispers in your ear, suggesting that the two of you should stick together, at least until the tournament starts. You spend the rest of the afternoon exercising and sharpening your sword. Thump swings his war hammer round his head and smashes it into the ground, practising the move many times. 'I think I'll use my war hammer to fight the next dragon I meet!' he says with a wink.

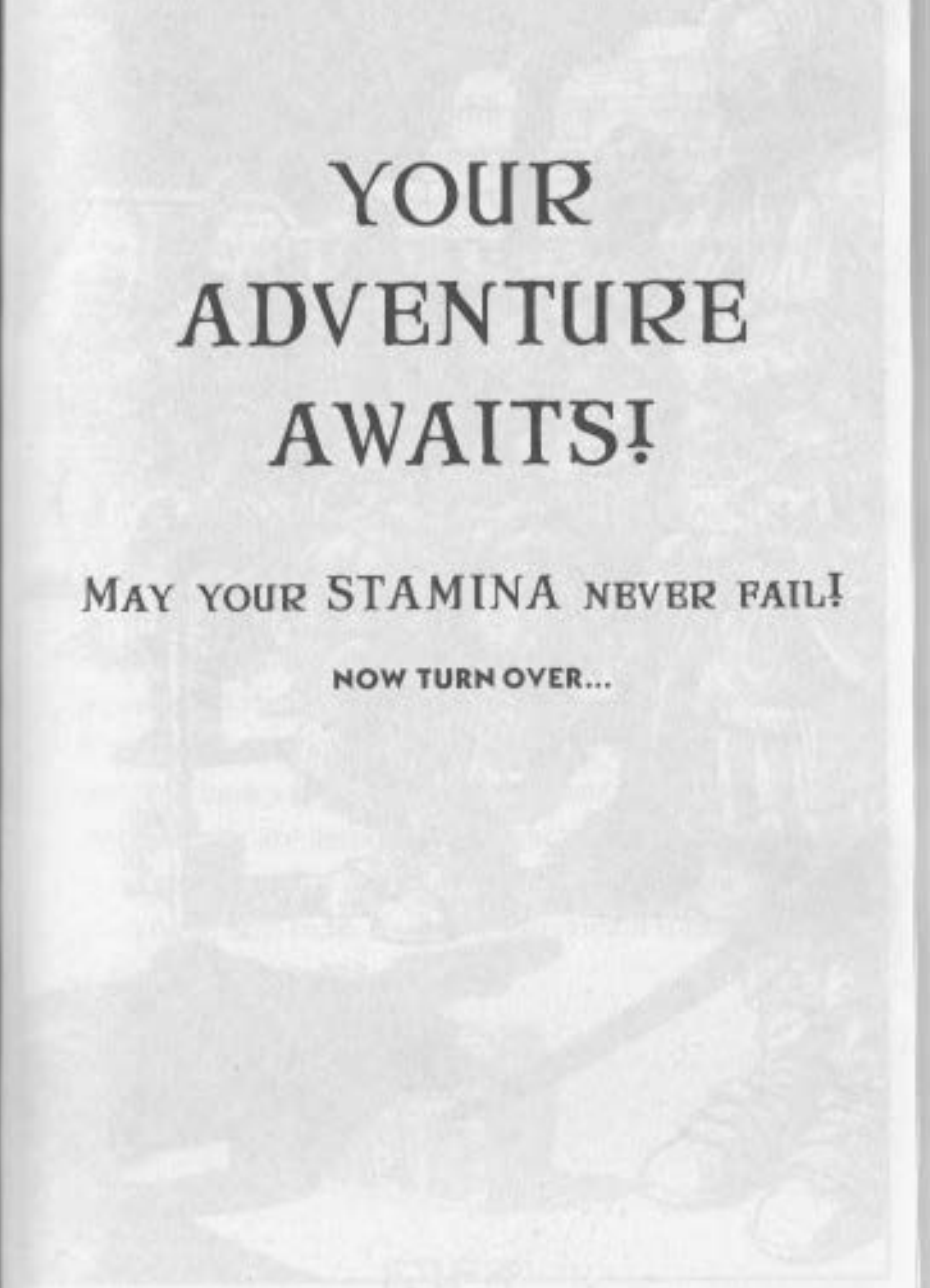
When the sun starts to go down, you are led to long wooden tables that are piled high with bowls of food. You sit down to a feast of vegetable soup, spit-roast chicken, grilled fish, cheese, fruit and honey. 'Enjoy your dinner!' a guard shouts out. 'It will probably be your last!' After the meal, you are taken to a log cabin, which you share with nine others, and told that you will be woken at sunrise to receive further instructions.

A bell tolls at dawn, and Carnuss's guards barge into your cabin, yelling at everybody to get up. When all the contestants are assembled outside, Lord Carnuss enters the camp and walks slowly up the steps of a small rostrum to address you. 'Welcome. Today is your day of destiny. Look around at your fellow contestants. Do they look stronger than you? Do they look smarter than you? Do you think you could defeat them in combat? As you can see, there are 120 contestants, all of you hoping to win the Golden Orb. Do you think that 120 contestants are too many to enter my dungeon? If you do, well, you are right! You will now be escorted to the Arena of Death where an elimination contest will take place. You will compete against one another until just twelve contestants remain who will have earned the right to enter my dungeon. I call it my Dungeon of Despair. It is filled with deadly creatures, lethal traps and horrific surprises,' he says with a beaming smile. 'Of the final twelve, eleven will most likely perish in the dungeon, and perhaps all twelve. But, with good fortune, wise decision-making and skilful combat, one of you might win through to claim the Golden Orb as your prize today. Be brave and be strong. May your swords be sharp and your wits sharper!' With his solemn words ringing in your ears, you watch Lord Carnuss leave the camp with his entourage following at a respectful distance.

# YOUR ADVENTURE AWAITS!

MAY YOUR STAMINA NEVER FAIL!

**NOW TURN OVER...**



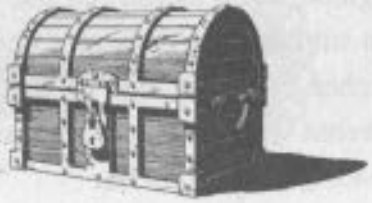


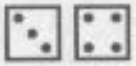
*All the contestants are suffering badly in the heat*

1

You are marched into the Arena of Death, which is a high-walled amphitheatre with a sand-covered floor and a bank of spectator seats circling the arena wall. With the spectator seats empty, an eerie silence prevails. The captain of the guard orders you to line up in twelve columns of ten. 'You will do everything I tell you to do. Stand to attention and do not move until Lord Carnuss is seated!' he shouts, barking out his orders. Without another word, he turns and leaves the arena.

The hours pass, but Lord Carnuss fails to appear. By mid-afternoon, the sun is unbearably hot, and you see that you are not the only one who is suffering in the heat. All the contestants are perspiring heavily, and some are swaying on their feet. You glance to your left and see Thump, who is grimacing but looking determined not to fail. You have a splitting headache, your mouth is bone dry, and you are desperate to quench your thirst. Lose 1 STAMINA point. If you want to take a sip of water from your flask, turn to **56**. If you want to remain standing to attention, turn to **323**.





2

As you approach the steps, you hear a whispering voice followed by sinister laughter. You stop and listen, but silence returns, only for the voice and laughter to begin again when you resume walking. When you reach the staircase, you hear a piercing scream as soon as your foot touches the first step. If you want to climb up the staircase, turn to **292**. If you want to go back and turn right at the junction, turn to **265**.



3

The narrow tunnel soon turns sharply left, and you walk along it for some distance in semi-darkness before it turns sharply right. You head east again, with the occasional screech of scurrying Rats breaking the silence, and eventually come to a junction. The tunnel carries straight on into the gloom as far as you can see. Looking left, you see that the tunnel soon ends at a doorway. There are burning torches on either side of the door, which you notice is covered with deep scratch marks. Curious, you decide to investigate. Turn to **48**.

4

A search of the room yields nothing else of interest other than a small copper charm in the shape of a beetle hidden in a crack in the wall. You may take the charm, and if you haven't done so already, you may look in the mirror (turn to **358**). If you would rather leave the room and walk along the corridor, turn to **331**.

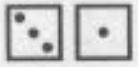
5

You rummage through the Ratmen's pockets and find a piece of chalk, a glass eyeball, a small bottle labelled Weezle Juice, a small cat carved out of black marble and a chewed bone. After taking what you want, you set off again. Turn to **236**.

6

It's not long before the corridor ends at a T-junction where it joins a wide passageway. You look left and right and see nothing unusual or of interest. If you want to turn left and head west, turn to **70**. If you want to turn right and head east, turn to **215**.





7

You walk slowly along the tunnel, passing several more iron doors in the left-hand wall that are all firmly locked. You arrive at the end of the tunnel where there is another iron door. You try the handle, but the door won't open. *Test Your Luck*. If you are Lucky, turn to **137**. If you are Unlucky, turn to **288**.

8

You slide the irons bars to one side and open the door. You are almost trampled on by a huge CYCLOPS that pushes past you to get to the chest and empty it out on to the floor. The chest is full of rotten meat, which smells so bad it makes you retch. A cloud of Black Fly swarms out of the chest and buzzes round the Cyclops' head as it gorges on meat, oblivious to everything. If you want to go into the Cyclops' chamber, turn to **300**. If you would rather sneak out of the room and head north up the passageway, turn to **230**. If you want to leave the room and run back down the staircase and turn right at the junction, turn to **265**.

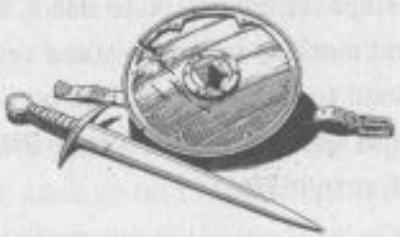
9

You wade through the murky water over to the left side of the cavern and climb the steps to enter the new tunnel and head north. Turn to **147**.



10

When you begin to speak, the Imp throws his head back and starts laughing hysterically. 'Talk? Talk? What is there to talk about? I just crashed my Spikle into the wall because of you. Give me a Gold Piece or I will summon somebody you wouldn't want to meet.' If you want to give the Imp a Gold Piece, turn to **81**. If you want to fight him, turn to **164**.



11

You try focusing on the words by holding the paper away from you, then closer to you, but still find it impossible to read. You put the paper in your pocket and look around the chamber. If you want to examine the objects on display, turn to **177**. If you want to walk over to the throne and pick up the Orb, turn to **228**.

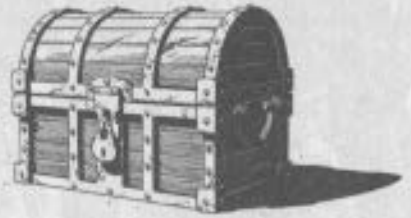
## 12

You soon arrive at a cave with its entrance surround carved into the shape of two fire-breathing dragons locked in battle. Standing there, waiting to greet you, is Lord Carnuss, resplendent in his purple robes. A huge crowd of people has gathered at the entrance, with everybody jostling for position, desperate to see the contestants close up. Carnuss motions for the crowd to hush so that he can be heard. 'I congratulate the six finalists. You are all heroes, but alas, there can only be one champion. Now, I want each of you to stand on one of the slabs over here,' he says invitingly, pointing to six numbered stone slabs on the ground in front of him. The Assassin makes her mind up quickly and stands on slab number 1, followed by Caldwell, who steps confidently on to slab 3. Thump jumps on to slab 6 and motions to you to stand next to him on slab 5. If you want to stand next to him on slab 5, turn to **40**. If you want to stand on slab 2, turn to **316**. If you want stand on slab 4, turn to **176**.



## 13

While the Troll Guard continues to insult you, you reach down and deftly slide the dagger out of your belt. You strike quickly, stabbing the Troll in the foot. He howls in pain and hops around on his other foot, cursing you. You seize your chance, grab your sword and run for the door at the back of the chamber. Turn to **392**.



## 14

You manage to get both hands on the rope handrail and haul yourself back up on to the bridge just as a swarm of RATS appears from out of the west end of the tunnel. Not wishing to face hundreds of the creatures, you decide to try to leap over the invisible hole in the bridge. Much to your relief, you land safely on the other side and watch with satisfaction as the Rats run on to the bridge and fall down the hole into the ravine. Add 1 LUCK point. Relieved to have survived the illusion trap, you head off east down the tunnel. Turn to **174**.



*A sickly gurgling sound erupts from the Zombie's throat*

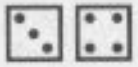


As they get closer, you see that the person is wearing armour that you recognize as belonging to one of the contestants. Although he is now wearing a chaos helmet that covers his eyes, you know it must be Caldwell, the Warrior-Knight. You call out his name, but he does not reply. He turns his head to one side at an odd angle as though he is listening for something. His body twitches occasionally, and you notice that he is walking erratically, stumbling slowly along. When he gets close, you see that some of the flesh on his face is missing, and yellow drool is dripping down from his broken jaw. A sickly gurgling sound erupts from his throat, and you realize that Caldwell has turned into a ZOMBIE and is lurching forward to attack you!

*CALDWELL* SKILL *8* STAMINA *8*

If Caldwell rolls a double during an Attack Round and wins the round, lose 2 additional STAMINA points caused by his Zombie bite. If you win, turn to **95**.





16

You are weak from holding your breath as you struggle to move inside the Glugg. Your skin feels like it is burning as the Glugg's gastric fluid starts to digest you. Lose 1 SKILL point and 4 STAMINA points. If you possess anything made of bronze, turn to **344**. If you do not have any bronze items, turn to **290**.

17

The Hobgoblin bites the Gold Piece before giving you the brass bell. 'You not me cheating,' he says, grinning. 'Not forgetting ringing bell when seeing Juggler Jak. If forgetting, him talking dopey and throwing stink at you!' The Hobgoblin makes a motion with his arm as though throwing a ball. 'Glass breaking. You snoring. Him stealing.' You thank the Hobgoblin for his advice, put the bell in your backpack and walk over to the archways. Turn to **393**.

18

The Dragonmaster stares at you from behind his mask for a while before saying, 'My instructions are that you cannot take the test without bone dice. But since this is the first test, I will give you the chance to win one of my dice. In return, you must give me all your food.' If you have Provisions and want to give them to the Dragonmaster, turn to **142**. If you want to attack the Dragonmaster, turn to **38**.

19

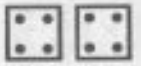
The Ghost-Witch stares at you and whispers coldly, 'Did you steal my cat?' If you want to reply 'Yes', turn to **160**. If you want to reply 'No', turn to **128**.

20

The Woodcutter nods his head in approval and says, 'Excellent. You have earned a reward.' He takes one of the hand axes off the wall and gives it to you. 'Listen carefully to the information I have for you. Further along this tunnel, you will come to a rope bridge over a narrow ravine. The bridge looks safe but it's not. It's an illusion. The middle boards are missing. If you walk across it, you will fall to your doom. I would advise you to jump over the ravine. It's not very wide. Now, I must ask you to leave as I still have lots of logs to chop up. I wish you good fortune on your quest.' With that, he opens the door, and you leave the room to carry on walking up the corridor. Turn to **386**.

21

As soon as you put on the armband, the door starts to swing shut. You dash for it and just make it through before the door slams shut behind you. The armband doesn't seem to have any magical properties, but it looks valuable. Turn to **249**.



## 22

Your arms ache painfully, but you somehow manage to keep the iron ball above your head. Without warning, the Ninja drops his iron ball, and screams angrily when it hits the ground. You drop your ball and sigh with relief as the Ninja is led away. You are exhausted after the ordeal and, worse still, the pain in one of your arms is getting worse. You have injured the shoulder of your sword arm. Lose 1 SKILL point and 1 STAMINA point. You are relieved to have won the contest and look around to see how Thump has fared. Turn to **310**.

## 23

You shout out to the Storeman, who wakes with a start and sits up, coughing and spluttering. He sees you and starts to panic. 'Don't attack me,' he pleads. 'I'm here to offer my goods to passing contestants. Everything you see costs 1 Gold Piece. I have lanterns, candles, rope, axes, leather gloves, water bottles, boots, hunting horns, canvas bags and Provisions. Take your pick.' If you want to buy any equipment or food, deduct 1 Gold Piece for each item and make a note on your *Adventure Sheet*. You say goodbye to the Storeman and leave the storeroom to head north. Turn to **116**.

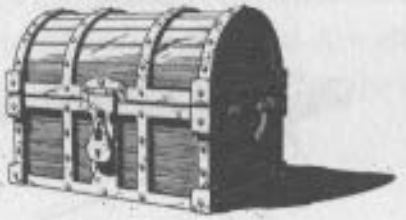
## 24

It feels like there are two items in the bag: a small ball and a small cube. You loosen the string and empty the contents of the bag into your hand. They are a solid brass ball etched with a dragon motif and a bone die. You put both items in your backpack and decide what to do. If you have not done so already, you can either pick up the sword (turn to **345**) or, if you want to keep on walking, turn to **145**.



## 25

It's not long before you come to a large hole in the tunnel floor. There is a rope suspended from the ceiling that drops down into the hole and disappears into darkness. You tug on the rope, which feels like it would support your weight. If you want to slide down the rope, turn to **378**. If you want to walk past the hole and on up the tunnel, turn to **232**.







## 26

You jump to one side, but are hit in the arm by an arrow. Lose 2 STAMINA points. You look to your left and see that the Assassin has been struck by another arrow, this time in the stomach. It doesn't stop her, and she runs towards the Zanth Archers, ready to attack them with her spear. You charge at the archers who fired their arrows at you, striking the first one down before he has time to fire another arrow at you. You fight the other two one at a time.

| | | |
|---|---|---|
| *First ZANTH ARCHER* | *SKILL 7* | *STAMINA 5* |
| *Second ZANTH ARCHER* | *SKILL 7* | *STAMINA 6* |

If you win, turn to **382**.



## 27

You wade knee-deep through the foul-smelling sewage water over to the stone steps, which you climb up to reach the door. It isn't locked, and opens into a long, dimly lit tunnel roughly carved out of the rock. The narrow tunnel is eerily quiet, and the air is cool and dank. You walk along the tunnel, which comes to a dead end at a locked iron door. Unable to open it, you walk back to the first door and down the steps. You walk along the ledge of the sewer in the direction of the slow-moving water and eventually see a speck of daylight in the distance. You soon arrive at the mouth of the tunnel where the sewage water pours out into the open sea below. You are trapped in the sewer, and with no way out, you have no option but to dive into the sea. You swim round to the harbour where you are hauled out of the water by guards and put on board a ship bound for the mainland. Your adventure is over.

## 28

The blade of the Vorpal Sword is heavy and sharp, causing large chunks of wood to splinter off the door. You manage to cut a hole large enough for you to climb through. You throw your backpack into the hole and dive after it with the ceiling just seconds away from touching the floor. Turn to **249**.



*A Warrior woman is battling huge Spiders at the bottom of the pit*

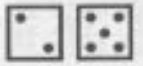
**29**

You walk through the doorway into a large room that has a silver chalice on a shelf on the far wall. A section of the stone floor in front of it has given way to reveal a deep pit. You walk to the edge of the pit and see a Warrior woman in leather armour at the bottom. It's Azurra Xang, the Assassin. She is frantically stabbing huge black SPIDERS with bodies the size of coconuts with her spear as they pour out of a large pipe protruding from the pit wall. She looks up and glowers at you without saying a word. If you want to help her climb out of the pit, turn to **260**. If you would rather leave her to fend for herself and take the silver chalice, turn to **396**. If you would prefer to leave the room immediately and walk on, turn to **124**.



**30**

You search through your backpack and find the tin. You begin to feel unwell as you prise the lid off and rub the brown, foul-smelling paste on to your wound. Much to your relief, the paste works immediately, killing the Parasites in your blood before infection takes hold. Add 1 STAMINA point. You look around and see a tunnel heading east out of the cavern. Turn to **3**.





31

You scan the shelves quickly and see spell books, treasure books, history books, mythology books, books of maps, books of monsters, books on the undead, books on the heroes of Allansia, books of artefacts, books of potions and more. There are hundreds of books in the library of which three titles intrigue you the most. Will you:

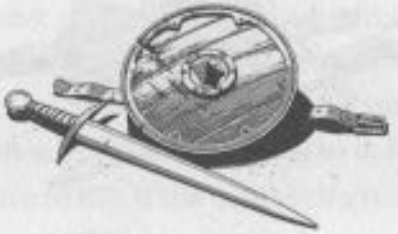
| | |
|---|---|
| Open the book entitled *Dead and Undead*? | Turn to **248** |
| Open the book entitled *Mages and Magic*? | Turn to **263** |
| Open the book entitled *Dungeon of Despair*? | Turn to **152** |
| Leave the library and continue up the corridor? | Turn to **179** |





32

You search the cave and discover a large tunnel entrance at the back of the cave that has been blocked up with boulders and rocks. The only way out of the cave appears to be the iron door you came in from. You bang on the door with the hilt of your sword and are relieved to see it open. The Dragonmaster beckons you back into his chamber and tells you to stand in front of his table. 'You did well to survive,' he says in his cold voice. 'Your final task is to unlock the door behind me. Did you find any gold Compass Keys in the dungeon? If so, place them on the table.' If you possess any numbered gold keys and want to put them on the table, turn to **239**. If you want to tell the Dragonmaster that you do not have any Compass Keys, turn to **148**.





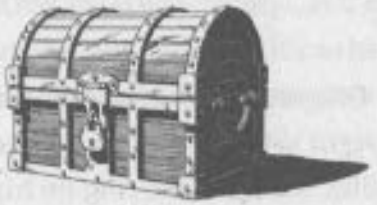
33

You are soon back at the junction, where you decide to head straight on. The roughly hewn tunnel walls become smoother and are interspersed with carvings of dragons and demons. The floor has a layer of sand on it with fresh footprints heading west. It's not long before the tunnel curves slowly round to the right, and, as you continue on, you hear the high-pitched laughter again. Suddenly a large, iron-rimmed wooden wheel with pyramid-shaped spikes comes hurtling round the bend at high speed. The wheel has footholds on the inside like a giant treadmill and is being ridden by a small green-skinned creature with a wide mouth, wild eyes, pointed ears and a long ponytail trailing behind him. It's a wicked IMP, and he is laughing manically as he steers his Spikle straight at you! Roll two dice. If the total is equal to or less than your SKILL score, turn to **286**. If the number is greater than your SKILL score, turn to **303**.



34

You climb up the steps as the GHOST-WITCH glides down silently until she stops no more than two steps away. You see that her feet are not touching the ground, but you sense that she is very real. She hovers over you, her head tilted to one side, with a wide-eyed, sickly grin on her face. 'You have not run away from me. How very kind of you,' she says in a scratchy voice, staring straight at you without blinking. 'I would be so lonely down here if it were not for my little cat Lawrence. He's so sweet. But I've lost him. I was reading in the library, and suddenly he was gone. Have you seen him?' If you want to reply 'Yes', turn to **156**. If you want to reply 'No', turn to **297**.



35

The Barbarian's feet slide out from under him, and he falls on the ground. Before he can stand up, your opponents seize their chance and give the rope a mighty heave, which pulls your team forward by half a metre. You yell at your team to lean as far back as possible with their legs straight out. Roll two dice. If the total is equal to or less than your SKILL score, turn to **102**. If the number is greater than your SKILL score, turn to **349**.



**36**

You check the throne carefully for hidden traps, but don't find any. If you want to pick up the Orb, turn to **228**. If you want to search the chamber, turn to **343**.

**37**

The Woodcutter sees you reach for your sword and quickly grabs two of the hand axes from the wall. Twirling the axes through the air, he steps forward to fight you.

*WOODCUTTER* *SKILL 6* *STAMINA 5*

If you win, turn to **374**.

**38**

When the Dragonmaster sees you draw your sword, he raises his right arm and points at you. A jagged bolt of lightning flies out from the ring on his finger and slams into your chest. The force of it sends you flying, and you smash your head against the back wall. Wracked with pain and barely able to move, you can do nothing but watch the Dragonmaster pull down a lever on the wall to open a trapdoor. He grabs your legs and drags you over to the trapdoor and pushes you down a chute. As you slide down, you hear him shout, 'Be gone with you!' Turn to **214**.

**39**

You sheathe your sword and walk down the steps to where the tunnel runs down to a dark, flooded cavern. The water looks jet black, with streaks of red luminescence caused by BLOODWORMS swirling around on the surface. All is quiet except for the sharp echo of water droplets falling from stalactites into the water below. The silence is suddenly broken by a piercing screech. A grotesque four-armed creature emerges from the gloom, striding quickly through the shallow water towards you. It has thin, pallid skin stretched over its large skull, and long spines protruding from its shoulders and down its back. It screeches again, louder this time, with its four arms raised, ready to attack. The creature is a HOWLING DEMON, and, as it closes in on you, its howls become terrifyingly loud. If you have drunk a Potion of Mind Control, turn to **283**. If you have not drunk this potion, turn to **118**.



40

You stand on the slab and watch the Monk stand on slab 2 and finally the Thief, who cautiously steps on to slab 4. Your heart begins to pound in your chest when Carnuss reaches for an iron lever protruding from the wall of the cave entrance. The crowd goes silent when he takes hold of it with both hands. 'Contestants, you are about to enter my Dungeon of Despair. When I pull down on this lever, you will drop through the floor. I should warn you that one of you will not survive the fall! If any of you want to change places with another contestant, do so now!' The Thief raises his hand and says, 'I'll swap if anybody else will?' The Assassin quickly agrees to swap slabs with the Thief, who seems to be enjoying himself. Now standing on slab 1, the Thief says jovially, 'Anybody else want to switch slabs?' If you want to change places with the Thief, turn to **299**. If you want to stay where you are, turn to **93**.

41

You check the box for traps, and, satisfied there isn't one, you slowly lift the lid. Inside, you find a silver key lying on top of a red silk cushion. Add 1 LUCK point. You take the key and await your next instruction, but the room remains silent. If you want to open another box, turn to **388**. If you want to open the door, turn to **165**.

42

The Gatekeeper nods his head and hands the Orb back to you. 'Congratulations,' he says with a wry smile. He takes a key out from under his robes, unlocks the bronze door and pushes it open. You breathe in deeply and walk out into bright sunshine to be met by a deafening roar. Turn to **400**.

43

Further along the tunnel, you stop to look at a large hole in the ceiling when you suddenly hear loud, stomping footsteps coming down the tunnel. You draw your sword and stand ready to face the oncoming creature. Turn to **261**.

44

You place your sword in the box and stoop down and walk through the archway. You follow the tunnel east until it makes a sudden left turn. You head north and walk on for fifty metres to where the tunnel comes to a dead end. There are two huge white clay hands with black-painted fingernails attached to the end wall. The left one is held out with its palm open, and the right one is a clenched fist holding a scroll. There is a sign on the wall, written in what looks like dried blood, which says, 'Pay 1 Gold Piece, no more, to learn the secret of the Dragonmaster's door.' If you want to place 1 Gold Piece in the palm of the hand, turn to **103**. If you want to try to pull the scroll out of the clenched fist, turn to **306**.





45

You put the key in the keyhole and hear a satisfying click as it turns in the lock. You open the door and step through into a long, dimly lit tunnel heading north. As you walk along in semi-darkness, you do not see a tripwire stretched across the passageway. *Test Your Luck*. If you are Lucky, turn to **274**. If you are Unlucky, turn to **321**.



46

You watch the coin land on the floor. It's a head. When you reach down to pick it up, you hear the noise of coins jingling behind you. You look inside the box and find a leather purse that contains 3 Gold Pieces. You take the coins and continue on up the passageway, pleased with your reward. Turn to **348**.

47

When all the contestants have chosen their partners, the officer makes an announcement. 'Bull's Eye is an archery contest. I hope you have chosen wisely because the targets for this contest are you, the contestants!' He sniggers, hardly able to contain himself. The spectators gasp when they hear his words. You know that High Elves are excellent archers and look over to see that she is smiling confidently. 'Form yourselves into two lines of fifty-five contestants, making sure you stand opposite your partner, thirty paces apart. You will be given a bow, and you must fire an arrow at your partner when you hear the trumpet sound. Anybody who is hit by an arrow will be eliminated, some fatally so.' You take your place in the line opposite the High Elf. Guards enter the arena to hand out the bows and arrows to the contestants. When you see the Elf's arrow aimed straight at you, you breathe in deeply and take aim at her. The crowd roars at the sound of the trumpet and you release your arrow. Roll two dice. If the total is higher than the High Elf's SKILL of 8, turn to **117**. If the total is 8 or less, turn to **389**.







*The gauntlets have sharp steel spikes and fingertips*

**48**

You examine the door and see that the scratch marks have been made quite recently. You try to open the door, but it is locked. You sense something is behind you and turn round to see a pair of steel gauntlets hovering in the air, moving slowly towards the door. The gauntlets have sharp spikes on the back, and fingers ending in pointed steel tips that look like long fingernails. If you want to grab hold of the gauntlets, turn to **208**. If you want to step to the side to let the gauntlets reach the door, turn to **253**.

**49**

The blade of your hand axe is blunt and makes little impact on the solid oak door. The ceiling continues to grind its way down the walls and there is nothing you can do to stop it. You try standing your sword upright on its tip on the floor, but the blade snaps under the weight of the ceiling. There is no way to escape being crushed. Your adventure is over.

**50**

The door is firmly locked. If you have a bronze key, turn to **277**. Or, if you have not done so already, you can slide open the peephole in the door (turn to **370**). If you don't have a bronze key and want to set off again, turn to **236**.

## 51

The door opens into a small room where you see a little old man cowering in the corner. He looks terrified. 'Don't attack me! Don't attack me,' he whimpers. 'I'm here just to look after the Lord Carnuss's paintings in the hallway. That's all I do. Nothing more. As you saw, he's a very good artist, but doesn't want everybody seeing paintings of his brother being savaged by monsters! I can't sell you a painting, but I can sell you an old ring I found. Give me 1 Gold Piece and it's yours. It looks like a magic ring to me.' If you want to buy the ring, turn to **167**. If you want to leave the room and open the door at the end of the corridor, turn to **309**.

## 52

You are exhausted after the long battle and are breathing heavily as you scramble over the carcass of the Raptorex. You walk on along the tunnel for some distance and are stopped in your tracks when you see a body lying face down in a pool of blood up ahead. For a moment, you think it is Thump, but when you get closer you see it is the mangled remains of a Goblin who must have been attacked by the Raptorex. A quick search of the Goblin's pockets yields a copper bracelet and some broken teeth. You throw the teeth away and examine the bracelet. There are mysterious runes etched on the inside. If you want to try on the bracelet, turn to **313**. If you would rather put it in your backpack and set off again, turn to **158**.

## 53

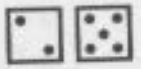
The Orc Skeleton does not move when you slide the silver armband off. You see it is intricately engraved with mysterious runes. If you want to put the armband on, turn to **21**. If you want to leave the room without it, turn to **249**.

## 54

You pour the oil on to the palm of your hand and start rubbing it on the bites that are now red and angry and are beginning to swell. The oil acts quickly and calms the swelling, and it doesn't take long for the itching to stop. Feeling calmer, you look inside the chest and see a finely crafted breastplate made of polished steel. If you want to try on the breastplate, turn to **204**. If would rather walk back down the tunnel to the T-junction, turn to **33**.

## 55

The Dragonmaster points to himself and says, 'I win. You have failed in your quest, but, thanks to the generosity of the great Lord Carnuss, your life will be spared for being the first contestant to get to this point.' The Dragonmaster pushes a lever down on the wall behind him, which opens a trapdoor in the floor above a chute. He tells you to slide down the chute, adding, 'Freedom awaits you.' If you want to slide down the chute, turn to **214**. If you want to attack the Dragonmaster, turn to **38**.



**56**

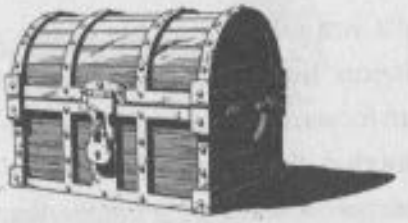
You reach down for your flask and are immediately set upon by two guards who beat you to the ground with their wooden staffs. Lose 2 STAMINA points. 'Stand to attention and do not move again until you are told to do so!' one of them screams at you angrily. You pick yourself up and resume your standing position with your headache now worse than ever. Turn to **323**.



**57**

You pull down on the lever and hear the rattling sound of chains in the distance followed by a dull grating sound. The grating sound gets louder and louder, and, seconds later, you see a giant dragon skull made of stone sliding down the tunnel at high speed towards you. There is nowhere to take shelter. You turn and run, but cannot escape from being run down and squashed by the giant skull. Your adventure is over.





**58**

You sit down in the chair, expecting a charge of energy to surge through your body, but seconds later you feel incredibly tired. You are unable to keep your eyes open and fall fast asleep. You are asleep for only a few seconds before your eyes pop open. You stand up, feeling strong and completely refreshed. Add 1 SKILL point and 2 STAMINA points. You stride up the tunnel and soon arrive at a junction. The new tunnel in the left-hand wall is narrow and has a very low ceiling. There is a terrible smell of rotten eggs coming from it and you decide to walk straight on. Turn to **115**.





**59**

The Goblin's aim is poor and his dagger flies harmlessly past you. Before he has time to throw another dagger at you, you run forward and launch a double-footed dropkick at the Goblin that sends him and his fellow guard tumbling down the stairwell, screaming loudly. You run down after them and find them both lying unconscious on the cavern floor. You rummage through their belongings and find two throwing daggers, a brass button, a small bottle of Mullweed Oil, a rabbit's-foot charm and a piece of stale bread. You eat the bread (gain 1 STAMINA point) and take what items you need before walking through the archway into the tunnel to head east. Turn to **207**.



**60**

You stand in front of the marble throne and press down gently on the dragon eyes. A section of the wall swings out to reveal a narrow passageway. If you want to pick up the Orb, turn to **228**. If you want to enter the passageway without the Orb, turn to **242**.



**61**

You are temporarily blinded by the searing rays of light. You hear the door open and close again, and the high-pitched sound of squeaking voices. You can just make out the blurred outline of two creatures standing in front of you with their long whiskered snouts poking out of their hooded robes, and you fumble for your sword to defend yourself. They are RATMEN armed with short swords, and you must fight them one at a time. Reduce your Attack Strength by 3 during each Attack Round for this battle only.

| | | |
|---|---|---|
| *First RATMAN* | SKILL 5 | STAMINA 5 |
| *Second RATMAN* | SKILL 5 | STAMINA 4 |

If you win, turn to **163**.







*A creature with spike-covered hide bounds up the steps on all fours*

**62**

The tunnel continues straight on, and eventually ends at a flight of stone steps that curve round to the right. You hear footsteps coming towards you at speed and draw your sword. A burgundy-coloured creature with a spike-covered hide comes flying round the bend and bounds up the steps on all fours with its red eyes fixed firmly on you. It doesn't stop, and leaps at you, slavering at the mouth. It is a vicious THORN DEMON, and you must fight it knowing that one bite of your flesh could be fatal. If you are fighting with a Vorpal Sword, add 2 points to your Attack Strength during each Attack Round for this battle only.

| *THORN DEMON* | SKILL *10* | STAMINA *8* |
|---|---|---|

If you win but lose one or more Attack Rounds during combat, turn to **140**. If you win without losing any Attack Rounds, turn to **39**.

**63**

Weakened by the poison, you must decide what to do. If you want to try to grab the glass object on the floor before you climb up the ladder, turn to **171**. If you want to climb up the ladder straight away to open the door, turn to **110**.

64

The Dwarf thanks you for the food and eats it quickly. He lets out a huge belch after he's finished eating and wipes his mouth with the back of his hand. 'That's better!' he says contentedly. 'Now, let me give you something in return.' He opens his leather bag and pulls out a small magnifying glass. 'I have a feeling you might need this,' he says, handing it over to you. 'This tunnel comes to a dead end so you might as well turn round and walk back with me. I'm going to try again to find a way out of this infernal dungeon.' You are soon back at the copper mouth entrance where you shake hands and say goodbye. 'Toodle-oo!' Diggle says cheerfully, and turns left to head south, mumbling to himself. You turn right and head north up the passageway. Turn to **138**.

65

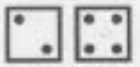
The tunnel eventually ends at a set of double doors. The Assassin runs ahead to listen at the doors. She looks back at you and shakes her head to signal that she can't hear anything. You draw your sword and watch her carefully open one of the doors and step through. She suddenly falls back through the door, holding her shoulder where an arrow is lodged. Turn to **298**.

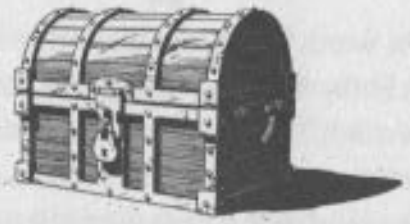
66

You say the words softly and almost immediately one of the panels in the bookcase set against the far wall begins to slide forward. There is an alcove behind the bookcase where you see a small wooden box on a stone shelf. You shake the box and hear something rattle inside. If you want to open the box, turn to **192**. If you want to leave the box on the shelf, and you have not done so already, you can either open the book entitled *Dead and Undead* (turn to **248**) or open the book entitled *Dungeon of Despair* (turn to **152**). If you want to leave the library and continue up the corridor, turn to **179**.

67

You take the iron key off the back of the door and put it in the lock. The key turns and the padlock pops open. You place the key in the second padlock, which also opens. You put the key in your pocket just as somebody suddenly starts thumping violently on the other side of the door. 'Meat! Meat! Give me meat!' an angry voice booms out. If you want to unbolt the door, turn to **8**. If you want to leave the door bolted, and you have not done so already, you can either eat the bread and cheese (turn to **168**) or open the chest (turn to **385**). If you would rather leave the room and head north up the passageway, turn to **230**. If you want to leave the room and run back down the staircase and turn right at the junction, turn to **265**.





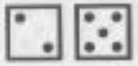
68

You think back to when you left the Assassin in the Spider Pit and stay silent. 'Lost your tongue?' she calls out menacingly. 'What goes around comes around, so don't expect any help from me. Think yourself lucky you are not sharing the pit with poisonous Spiders. Anyway, I must be going. It was nice not talking to you!' You watch her leap over the pit and disappear. You run your fingertips over the walls, searching for a crack or a secret door, but do not find anything. You sit down to rest, and, as the hours go by, you begin to lose hope. You stand up when you hear voices, but soon realize that they are not speaking a language you understand. Several heads appear over the edge of the pit. It's a patrol of ZANTH ARCHERS. They get very excited and draw their bows and fire down at you. Your adventure is over.

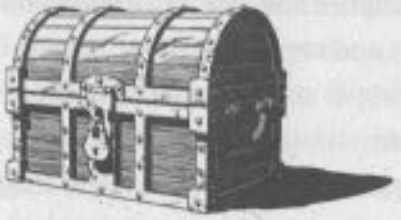


69

With the Man-Orc slain, you watch the final battle, which ends with the Barbarian slumping to the ground. All the spectators rise to their feet to applaud the victors. Even Lord Carnuss stands and claps. You are exhausted but relieved to have survived the elimination contest. While the spectators begin to make their way to the dungeon to watch the start of the contest, you look around the arena and see that the victors are the Monk, the Warrior-Knight, the Thief, the Assassin and Thump who punches the air triumphantly. You are led out of the arena by the officer and taken to a small building nearby to rest and eat. Add 2 STAMINA points. Nobody is talking and you decide to break the silence and introduce yourself to the others. The Thief bows and says, 'Greetings. Fingers Foley is my name, and thieving is my game. In case you were wondering, I was given the nickname "Fingers" not because it's a thief's name, but because my little finger was cut off as punishment for sneaking out of the Black Lobster tavern in Port Blacksand without paying for my drinks. I usually get away with it, but not in Port Blacksand.' Thump asks him how he was able to defeat the Priestess. 'Oh, that was easy. I didn't lose my thieving skills when I lost my finger! As we chatted while walking across the arena, I slipped her magic ring off her finger without her noticing! You should have seen the look on her face when she realized what I'd done!' The Monk is called Uzman Koh and says he is from Fang.



'Sukumvit raged for days when he heard about his brother's dungeon. Silly old fool!' he scoffs, leaning on his staff. The armoured Warrior-Knight is from Chalice and goes by the name of Caldwell. He is man of few words and looks to be quietly assessing everyone's strengths and weaknesses. The last contestant is Azurra Xang from Zengis. 'Watch your back. I'm an Assassin,' she says mischievously with a sly smile. Trumpets suddenly blare to signal that it is time for you to enter Carnuss's Dungeon of Despair. As you get ready to go, Thump whispers in your ear, 'Shall we make a pact not to fight each other in the dungeon?' If you want to make a pact with Thump, turn to **195**. If you do not want to make a pact with Thump, turn to **368**.



**70**

You set off west and notice that the passageway becomes wider, and the ceiling becomes higher. The passageway soon makes a sharp right turn, and you walk north for a while before arriving at a doorway in the left-hand wall. There are bloody footprints in front of the door and the handle is covered with fresh blood. If you want to open the door, turn to **359**. If you want to press on, turn to **154**.

**71**

Seeing nobody beyond the archway, you step through it and walk down the tunnel, passing the Warrior-Knight's body, before reaching the junction where you continue west. Turn to **80**.

**72**

The door opens into a small room that has bare stone walls except for the back wall, which has a row of axes hanging on nails. There is a small table in the corner with a large burning candle in a bottle, and a small, stoppered clay pot on top. In the middle of the room, standing in front of a large pile of logs, there is a long-haired, bearded man with his shirtsleeves rolled up who is busily chopping wood. His axe is sending wood chippings flying everywhere. He is focused on his task, and he doesn't look up when you enter the room. If you want to talk to him, turn to **295**. If you want to leave the room and carry on walking up the corridor, turn to **386**.

**73**

The Vampire Bat that bit you on the neck was not carrying any Parasites. You look around the cavern and see a passageway heading north out of it. Turn to **3**.

74

You dive down, but the Lava Demon's aim is true, and you are hit in the side by the ball of lava. The pain is intense, but you manage to scrape the lava off your skin with your sword. Lose 1 SKILL point and 6 STAMINA points. If you are still alive, you see the Lava Demon reaching down to pick up another handful of lava. You grit your teeth and stand up and run as fast as you can along the pathway round the fire pit into the new tunnel. Turn to **129**.

75

The Thief looks disappointed that nobody wants to change places with him, but he shrugs his shoulders as though he doesn't care. The crowd gasps when Lord Carnuss suddenly pulls down on the iron lever and the slabs fall away. You drop through a hole and find yourself sliding down a stone chute, landing with a splash into a stinking sewer. Lose 1 LUCK point and 1 STAMINA point. Pale light from amber crystals fixed to the walls reveals stone steps further along the sewer that lead up to a door in the wall. Looking the other way, you see several pairs of glowing red eyes in the distance that are slowly advancing towards you. If you want to wade through the foul-smelling sewage over to the steps to open the door, turn to **27**. If want to wait to find out what creatures are approaching, turn to **355**.



76

You search through your backpack and pockets, but cannot find an iron key. The Gnome sighs and says, 'Thank you for trying. Maybe somebody else will have one. If you were thinking of going north, don't. There's a lethal trap up ahead.' If you want to carry on heading north, turn to **247**. If you want to take the Gnome's advice and turn round, turn to **375**.



77

You head east and turn the corner to head north where the tunnel floor is bare stone, and the footprints are no longer visible. You see two magnificent oak chairs set opposite each other against the tunnel walls. They both have signs above them with the words 'Healing Chair' written in red ink. If you want to sit down on the chair set against the left-hand wall, turn to **225**. If you want to sit down on the chair set against the right-hand wall, turn to **58**. If you want to keep on walking, turn to **399**.



*There is a bronze statue of a Warrior looking to pick up a ring*

**78**

You pick up the sword that is radiating shades of blue light. It is a powerful Vorpal Sword that is imbued with magic. If you wish to take the Vorpal Sword, you must leave your own sword behind. You set off again and go down the stone steps. The tunnel soon turns left, and you head west for a while before coming to another junction. The tunnel carries straight on into the gloom as far as you can see. Looking right, you see that the tunnel soon ends at a doorway. There are burning torches on either side of the door, which you notice is covered with deep scratch marks. Curious, you decide to investigate. Turn to **48**.

**79**

The door opens into a small room that has smooth stone walls and a flagstone floor. On the far wall, there is a large, cracked mirror in a gilt frame of elaborately carved snakes, and in the centre of the room there is a bronze statue of a Warrior bending down as though he is about pick up the silver ring that is lying on the floor. Will you:

Look in the mirror? Turn to **358**
Pick up the silver ring? Turn to **126**
Close the door and walk up the corridor? Turn to **331**

**80**

The tunnel continues straight on, and you see nothing of interest until you come to the edge of a pit spanning the width of the tunnel. You cannot see the pit floor as it is covered by a seething mass of large Cockroaches crawling over each other. There is a frayed rope hanging from the ceiling over the pit. If you want to jump down into the pit and stride through the Cockroaches to the other side, turn to **119**. If you want to jump on to the rope and swing over the pit, turn to **308**.



**81**

The Imp looks a little surprised when you hand him the Gold Piece, but he says nothing and puts it in his pocket. You watch him dash over to his Spikle to examine it for damage. He picks it up and steps inside the wheel. 'What luck. It's not damaged at all,' he says sarcastically. He scoots off and disappears round the bend heading east. 'I'll get you again on the way back, wormbrain!' he shouts and starts laughing hysterically. The laughter soon dies away, and you set off again, now heading north. Turn to **104**.

**82**

You unlock the door and walk out of the room into a narrow corridor. You look right and see that the corridor soon ends at a blank wall. You look left and see that the corridor heads north for a while before turning left. You decide to go north, turning left and heading west until you come to a junction. Looking straight ahead, you see that the corridor carries on for some distance into the gloom. Looking right, you see there is somebody up ahead lying on the floor, propped up against the wall, groaning. He is holding a war hammer on his lap. It's Thump! If you made a bond with Thump, turn to **233**. If you did not make a bond with Thump, turn to **354**.

**83**

The officer looks along the line of survivors and says matter-of-factly, 'By my count, there are forty-seven of you left in the qualifying tournament. Lord Carnuss requires that number to be reduced to twelve within the hour. It is time to choose a partner for the next contest, which is called Heavy Metal. Do it now!' If you want to choose the burly Man-Orc on your left, turn to **377**. If you want to choose the bare-chested Barbarian on your right, turn to **234**.

**84**

When you place the Dragon Balls on the table, the Dragonmaster says in a sombre voice, 'Having only two Dragon Balls means you have a formidable task ahead of you. Follow me.' He walks over to the second iron door in the left-hand wall and unlocks it. He opens the door and beckons you to go through, saying, 'If you survive, knock on the door. I'll be waiting for you.' You draw your sword and walk into a large cave. You hear the door slam shut behind you and hardly have time to think before an enormous bare-chested creature with green skin strides towards you, wielding a massive axe with a double-sided axe head. It has small eyes and long tusks sticking out of its huge mouth. You must fight the ORC CHAMPION.

*ORC CHAMPION* *SKILL 10* *STAMINA 10*

If you win, turn to **32**.

**85**

You begin to panic as the ceiling continues to slide down. Lose 1 LUCK point. If you have a hand axe, turn to **246**. If you have a Vorpal Sword, turn to **28**. If you do not have either of these weapons, turn to **351**.

**86**

The tunnel continues on until you reach a narrow ravine that descends into the murky depths below. A narrow rope bridge crosses the ravine. If you want to walk across the bridge, turn to **200**. If you want to try jumping across the ravine, turn to **352**.

**87**

You walk quickly along the tunnel and suddenly catch sight of the Assassin who is drinking from her flask. You call out to her. She turns round and spits out a mouthful of water on the floor. 'Missing me already?' she says smugly, trying not to smile. 'I'm still willing to team up with you, but, seeing as how I saved your skin, I'm going to choose which way we go for the time being. Let's go!' As you walk along, you talk about the Golden Orb, wondering if you have already gone past it or whether it was still to be found up ahead. Turn to **65**.

**88**

You are breathing hard after the fight, and the acrid smell in the tunnel is making you feel sick. You wade knee-deep through the foul-smelling sewage water over to the stone steps. There is a hole in the wall next to the door. You peer into it but can't see anything. If you want to put your hand into the hole, turn to **305**. If you would rather open the door, turn to **27**.





**89**

You look round to see that the Monk has dealt with the second Troll, which lies sprawled out on the floor. There is blood seeping through the sleeve of the Monk's left arm, but he tells you that it's just a scratch. A search of the Trolls' clothing yields 4 Gold Pieces, which you share between you. You carry on walking west to where the passageway makes a sharp turn to the right. You continue north for a short distance until the Monk suddenly stops and holds up his hand. 'Wait. I think we are being followed,' he whispers, glancing behind him. 'You walk on so they can hear your footsteps, and I'll hide in the shadows here and ambush whoever it is.' Turn to **373**.

**90**

You insert the key in the lock and turn it slowly, and are relieved to hear it unlock. The Dragonmaster claps his hands slowly three times and says, 'Now you must select the key to open the third lock.' If you know which key to use, turn to the paragraph with the same number as the key. If you do not know which key to use, turn to **336**.

**91**

You walk over to the man whose eyes are ice blue. He looks at you without smiling and says very seriously, 'This is a Craggen Knife. I forged it myself. You will need one if you hope to survive today. I would be willing to sell this one for 2 Gold Pieces if you would like to buy it?' You look at the knife and see that it has an ornate handle and a long wavy blade made of bronze. If you want to buy the knife, turn to **371**. If you want to turn down his offer and catch up with Thump, turn to **12**.

**92**

You take the striker and hit the gong as hard as you can. A low-pitched sound rings out that is painful to listen to. You cover your ears, but there is no escaping the pain in your head, which will permanently affect your balance. Lose 1 SKILL point. If you want to continue walking north, turn to **138**. If you want to enter the new tunnel, turn to **362**.





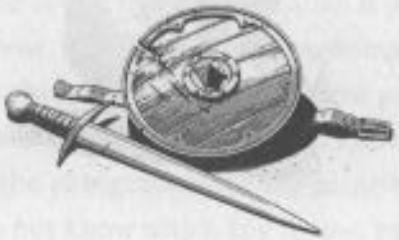
**93**

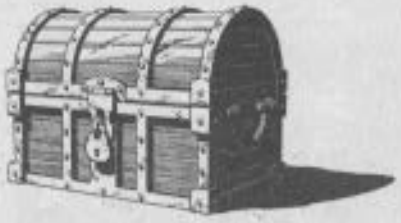
The Thief looks disappointed that nobody else wants to change places with him, but he shrugs his shoulders as though he doesn't care. He need not have worried. The crowd gasps when Lord Carnuss suddenly pulls down on the iron lever and the slabs fall away. You drop through the hole and tumble head over heels down a dark shaft to land on iron spikes at the bottom of a dark pit. Unable to move and bleeding profusely, you lose consciousness. Your adventure is over.



**94**

If you want to show the black cat to the Ghost-Witch, turn to **19**. If you would rather ignore the Ghost-Witch and walk past her up the stairs, turn to **160**. If you want to go back down the stairs and turn right at the junction, turn to **265**.

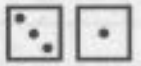




**95**

The Warrior-Knight has lost his backpack and has nothing on him other than a small leather purse on his belt. You empty the purse and find a ring made of bone and a small bottle labelled 'Potion of Mind Control'. There is a tiny crack in the bottle from where the liquid is seeping out. If you want to put the ring on your finger, turn to **330**. If you want to drink the last drops of liquid in the bottle, turn to **268**. Alternatively, you can continue east (turn to **243**) or turn round and go back to the junction to head west (turn to **80**).







*The Zombie lunges forward to grab you with its manacled hands*

**96**

You watch the man break free from his chains and suddenly leap off the page. He lands on the floor and grows quickly into a life-size figure standing opposite you. With green bile spilling out of his broken mouth, he utters a sickly gurgling sound from the back of his throat and lunges forward to grab you with his manacled hands. The spell has released the undead! Lose 1 LUCK point. You are being attacked by a flesh-eating ZOMBIE, and you must defend yourself!

| | | |
|---|---|---|
| *ZOMBIE* | *SKILL 7* | *STAMINA 7* |

If you win, turn to **338**.

**97**

The heavy door isn't locked. It opens with a loud creak, and you enter a large room with stone walls and a high ceiling. The room is completely empty except for the headless SKELETON of a large-boned humanoid creature standing at the back of the room. It has plate-steel shoulder pads with spikes protruding from them like the gauntlets, and a silver armband on its left arm. As you walk towards the Skeleton, the door slams shut behind you, and the ceiling starts to slide slowly down the walls, with the sound of stone grinding against stone filling the room. Within seconds, the ceiling is less than three metres above the floor.

You run to the door but it is firmly locked. If you are carrying an Orc skull, turn to **218**. If you do not have a skull in your backpack, turn to **85**.

**98**

You stand opposite the Thief, who looks dismissively at you and spits on the ground. The gates open and an ox-drawn cart piled high with large iron balls rolls slowly into the arena. The officer instructs everybody to take an iron ball from the cart and stand holding it above their head opposite their partner. The ball is very heavy, and you have difficulty in lifting it up. The Thief also struggles to lift his iron ball above his head. Your arms soon start to shake under the weight of the ball. The crowd cheers as balls begin to drop on to the ground all around the arena with a dull thud, and the eliminated contestants are led away by the guards. The muscles in your arms start to burn and you wonder how much longer you can last. Lose 2 STAMINA points. You glare at the Thief whose face is dripping with sweat. Roll two dice. If the total is higher than the Thief's SKILL score of 5, turn to **267**. If the total is 5 or less, turn to **166**.



**99**

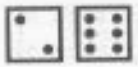
You uncork the bottle and watch white smoke seep out and swirl round the tunnel. The smoke begins to form itself into a humanoid shape with an evil ghostly face. It is a WILL-O'-THE-WISP. It spins round you several times before flying off east down the tunnel. When it has gone, you discover that everything made of glass you possess has turned to dust, rendering the items useless. Lose 1 LUCK point. If you want carry on east, turn to **201**. If you want to go back and join the Monk, turn to **271**.

**100**

One of the iron bars is loose, and you are able to prise it away from the wall with your sword. The Mouseling jumps up and down excitedly before pointing to himself and then the floor, signalling that he wants you to lift him down. If you want to do as he asks, turn to **183**. If you want to leave him where he is in the alcove and walk on, turn to **25**.

**101**

The tunnel leads to a steep flight of steps, going up, which end at a trapdoor. You push the trapdoor up, relieved that it isn't locked. You climb up into a small room that appears to be a storage room full of old furniture covered with a thick layer of dust. There is a door on the right-hand wall with a key in the lock. If you want to open the furniture drawers, turn to **397**. If you want to open the door, turn to **82**.



## 102

The Man-Orc digs his heels in, shouting at the top of his voice. You stop sliding forward, which gives the Barbarian the chance to take up his position on the rope again. The contest is now deadlocked with neither team able to pull the other forward. The Priestess suddenly lets go of the rope with one hand and points to the sky. A green flash sparks from her ring finger, and the rope suddenly feels easier to pull, as though an invisible hand is helping you pull it. You start to inch your way backwards, and all the wailing and grunting coming from your opponents cannot stop them from being pulled forward. The officer raises his sword when you have dragged them forward by a metre. The stone floor gives way beneath them, and you watch them fall into the void, screaming in terror. Turn to **213**.



## 103

You place the Gold Piece in the palm of the left hand and watch it close into a clenched fist. At the same time, the right fist opens to allow you to take the scroll. You unroll the parchment and see a short rhyme written on it in black ink.

*Note the degrees*
*Of the Compass Keys*
*To open the Dragonmaster's door*
*North is first*
*Then East and West,*
*South is number four*

You stuff the scroll into your backpack and check the walls for hidden doors and secret passages, but find nothing. You realize your only choice is to walk back to the last junction and head west. As you turn the corner, you don't notice a small panel in the ceiling drop down. Nor do you see the blowpipe appear that is aimed at you. *Test Your Luck*. If you are Lucky, turn to **136**. If you are Unlucky, turn to **315**.

## 104

You arrive at a doorway in the right-hand wall of the tunnel. You notice that there is a peephole in the middle of the wooden door. If you want to slide it open, turn to **370**. If you want to open the door, turn to **50**. If you want to keep on walking, turn to **236**.

**105**

The Gatekeeper looks momentarily surprised as you draw your sword. He frowns and points his ring finger at you, whereupon a jagged bolt of lightning slams into your chest. 'Fools and their fortunes are soon parted,' you hear him say as you lose consciousness. You wake up some time later to find yourself in the bowels of a ship bound for the mainland. Your adventure is over.

**106**

The Hobgoblin catches the key through the bars and lets out a whoop of joy. He unlocks the door and jumps down from the cage, still holding the bell. 'Carnuss's guards saying me dungeon people is freeing me. Not true. Not good. Thinking me never escape! Me free and telling you stairs climbing,' he says, pointing over his shoulder to the staircase with his thumb. He starts walking towards the tunnel you came from, but suddenly stops and looks back at you. 'Me forgetting little man with red hair, green pants. You meet, you ring this,' he says, ringing the bell. 'Him Juggler Jak. Him saying friend, but him not. Him thief. If him seeing, you ringing bell. Him hating bell.' The Hobgoblin places his hands over his ears and pretends to scream. 'Mine 1 Gold Piece. You buy cheap, cheap.' If you want to buy the brass bell, turn to **17**. If you want to decline his offer and walk over to the archways, turn to **393**. If you want to attack the Hobgoblin, turn to **227**.

**107**

When you place the Dragon Balls on the table, the Dragonmaster says in a sombre voice, 'Finding four Dragon Balls is impressive, but you still have a tough task ahead of you. Follow me.' He walks over to the second iron door in the right-hand wall and unlocks it. He opens the door and beckons you to go through, saying, 'If you survive, knock on the door. I'll be waiting for you.' You draw your sword and walk into a large, musty-smelling cave. You hear the door slam shut behind you and are immediately confronted by an ugly creature with a muscular body, long arms and long fingers that end in sharp claws. It has long curved tusks protruding from its drooling mouth. The CAVE TROLL sniffs the air and strides towards you, wielding a heavy wooden club. You must fight it.

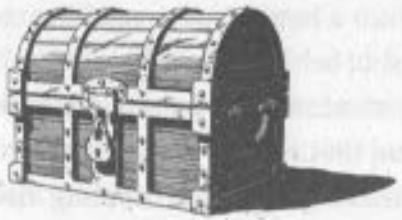
| *CAVE TROLL* | *SKILL 7* | *STAMINA 8* |
|---|---|---|

If you win, turn to **32**.



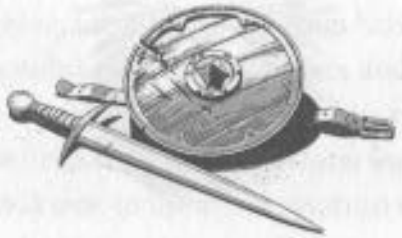
**108**

As you slide the panel open, a mouse runs across your feet. You instinctively look down and avoid being blinded by the deadly rays of light coming from the sunstone. You slam the peephole shut, realizing it was a trap. If you want to open the door, turn to **50**. If you want to keep on walking, turn to **236**.



**109**

The Gnome looks very pleased when you tell him you are going to try to unlock the manacle binding his ankle. 'You'll need an iron key for the manacle. Any iron key will do. They are all the same down here,' he says excitedly. If you have an iron key, turn to **332**. If you do not have an iron key, turn to **76**.





**110**

You scramble up the ladder and are very relieved to find that the door isn't locked. It opens into a dimly lit tunnel running left and right, which has rough stone walls, hewn out of the rock long ago by Carnuss's slaves. The air is cool and dank, and there is an eerie silence save for the occasional clang of a bell coming from a long way off. You peer into the gloom and decide which way to go. If you want to head west, turn to **7**. If you want to head east in the direction of the sound of the bell, turn to **328**.

**111**

You tap the silver ring several times and watch an ice storm erupt from it, covering the Lava Demon with a thick blanket of ice. You keep tapping to keep the ice storm flowing until the ring turns black, its magic spent. The cave fills with steam as the ice begins to melt. You seize your chance and run as fast as you can round the pathway to the far side of the fire pit into the new tunnel before the Demon can free itself. Turn to **129**.



*A man is sitting on a bench juggling three glass balls*

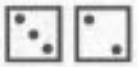
**112**

There is a T-junction up ahead where you see somebody sitting on a sturdy wooden bench, juggling three small glass balls. He's no more than a metre tall and has curly ginger hair. He is wearing a green cloak over a baggy shirt and pants. When he sees you, he catches the glass balls and jumps off the bench. 'Greetings! I'm Jak the jolly Juggler. You must be one of the contestants,' he says warmly. 'You look in need of a rest. Why don't you sit down for a while on this magic bench? It will revive you. It revived me.' If you want to sit down on the bench, turn to **390**. If you want to attack the Juggler, turn to **319**. If you have a brass bell, turn to **235**.



**113**

You hear a satisfying click as the key turns in the lock. You are almost blinded by a sudden flash as a high-voltage current passes from the key to your body, making you shake uncontrollably in agony. You are unable to let go of the key, and the Dragonmaster simply looks on as you drop to the floor in a smoking heap. Your adventure is over.



**114**

The Woodcutter gratefully accepts the food (deduct one of your Provisions) and places it on top of the pile of logs. 'I'm looking forward to eating soon, thank you. But, before I can give you the information, I have been ordered to ask you to solve a puzzle. Are you willing to do that?' If you agree, turn to **186**. If you want to attack the Woodcutter, turn to **37**. If you would rather leave the room and carry on walking up the corridor, turn to **386**.



**115**

The tunnel continues on for another twenty metres to where there is a stairway going down. You hear clanky footsteps and see an armoured SKELETON appear on the steps. When it nears the top, you see that it is dragging a huge glowing sword behind it and is struggling with the weight of it. The sword looks special, and you decide to fight the Skeleton to get it. You rush forward to attack the Skeleton, which looks barely able to lift the sword over its head.

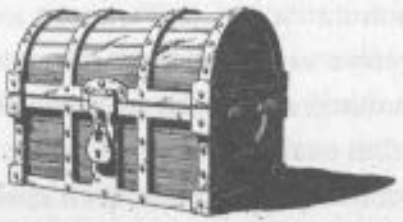
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|---|---|---|
| *SKELETON* | *SKILL 5* | *STAMINA 6* |

If you win, turn to **78**.



**116**

The corridor turns right, and you walk along it without incident until you come to a junction. Looking straight ahead, you see that the corridor carries on for some distance, fading into the darkness. Looking left, you see there is somebody up ahead lying on the floor, propped up against the wall and groaning. He is holding a war hammer on his lap. It's Thump! If you made a bond with Thump, turn to **233**. If you did not make a bond with Thump, turn to **354**.





**117**

There is an eerie whooshing sound of arrows flying across the arena, many of them hitting their targets. Miraculously, the High Elf's arrow misses you, whistling right past your left ear. There are gasps from the crowd as arrows thud into the contestants, including the arrow lodged in the Elf's shoulder. She pulls it out, cursing that she has been eliminated, and angry that her arrow missed you. Listening to the groans of the injured contestants, you are relieved to have survived. You scan the survivors and see Thump standing, hands on hips, with a big grin on his face. The trumpet blasts out again and the officer instructs the remaining contestants to line up against the wall opposite him while the injured are led out and the dead are dragged from the arena. You walk over to Thump and ask him what happened. 'I never learned how to use a bow and arrow so I figured that if I aimed to miss the Thug, I would be more likely to hit him. And I did!' he says, roaring with laughter. The officer looks along the line of contestants and says without any emotion in his voice, 'By my count, there are forty-eight contestants left in the tournament. Lord Carnuss requires that number to be reduced to twelve within the hour. It is time to choose a partner for the next contest. Do it now!' You agree with Thump's suggestion to split up, at least for now. If you want to choose the Thief on your left, turn to **98**. If you want to choose the Ninja on your right, turn to **184**.

**118**

You are paralysed by fear and unable to stop yourself from shaking uncontrollably. You try to focus your mind as the Howling Demon bears down on you to rip you apart with its four clawed hands in a frenzied attack. You draw your sword with trembling hands to defend yourself. Reduce your Attack Strength by 4 (or by 2 if you are wielding a Vorpal Sword) during each Attack Round for this battle only.

*HOWLING DEMON* *SKILL 12* *STAMINA 10*

If you win, turn to **367**.

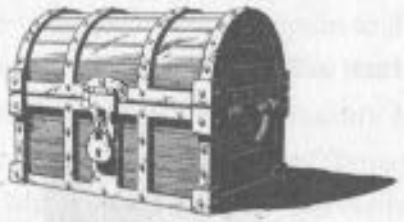


**119**

You jump down into the pit and find yourself knee-deep in Cockroaches. The smell is disgusting. The Cockroaches crawl all over you, but you get to the other side of the pit safely. You are about to climb out when your foot strikes something solid. If you want to plunge your hand into the Cockroaches to find out what it is, turn to **146**. If you want to climb out of the pit immediately, turn to **262**.

## 120

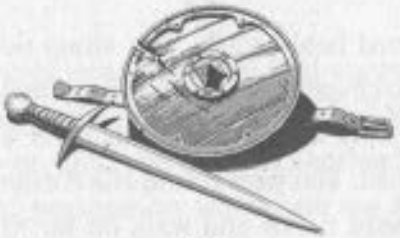
You manage to get both hands on the handrail, but, as you start to haul yourself up, you see RATS scurrying towards you along the rope. Some start to gnaw on your fingers, and others crawl down your arms and begin gnawing on your face. You try to shake them off, but more and more just keep coming. With virtually no flesh left on your fingers, you do not have the strength to hold on any longer. You fall headlong into the ravine and land on a bed of rocks thirty metres below. Your adventure is over.



## 121

You are roused from your deep slumber by somebody poking you in the ribs with the end of a spear. It's another TROLL GUARD. 'Wake up!' he grunts. 'I want you see who is about to slay you.' If you possess a dagger, turn to **13**. If you do not have a dagger, turn to **346**.





## 122

The box isn't locked, and inside you find some rusty nails and a copper ring. You throw away the nails and examine the ring. There are mysterious runes etched round the inside. If you want to put the ring on your finger, turn to **383**. If you want to put the ring back in the box and open the iron door opposite, turn to **251**.

## 123

The corridor continues west for fifty metres before turning sharply to the right. You head north and soon arrive at a doorway in the right-hand wall. If you want to open the door, turn to **172**. If you want to carry on walking, turn to **116**.

## 124

The tunnel finally comes to an end at a T-junction. There is a drawing on the wall in white chalk of a treasure chest and an arrow above it pointing east. Suddenly you hear high-pitched laughter coming from the left-hand tunnel. If you want to turn left and head west, turn to **181**. If you want to turn right and head east, turn to **340**.

125

With your sword held tightly, you stoop down and pass through the archway. Aware of being ambushed at any moment, you walk along the tunnel, ever alert, and see it turn left ahead. You peer round the corner, and, seeing nobody, you head north and walk on for fifty metres to where the tunnel comes to a dead end. There are two huge white clay hands with black-painted fingernails attached to the end wall. The left one is held out with its palm open, and the right one is a clenched fist holding a scroll. There is a sign on the wall, written in what looks like dried blood, which says, 'Pay 1 Gold Piece, no less, no more, to learn the secret of the Dragonmaster's door.' If you want to place 1 Gold Piece in the palm of the open hand, turn to **103**. If you want to try to pull the scroll out of the clenched fist, turn to **306**.

126

Keeping an eye on the statue, you reach down and pick up the ring. It feels ice-cold in your hand. If you want to put it on your finger, turn to **144**. If you would rather put the ring back on the floor and leave the room to walk up the corridor, turn to **331**. Alternatively, if you haven't done so already, you can look in the mirror. Turn to **358**.

127

The door swings open, and you find yourself in another narrow passageway. You hear the door close behind you, and you walk on until you come to another bronze door at the end of the passageway where you see a man wearing a dark blue coif cap and long robes sitting on a chair with his arms folded. When he sees you, he stands up and rubs his chin, and you notice that he has a large gemstone ring on his forefinger. 'Well, I never,' he says in a calm voice. 'Nobody was meant to survive this dungeon. But here you are. I presume you have the Golden Orb in your possession. I am the Gatekeeper, and I am obliged to authenticate the Orb before I can open the final door.' If you want to show the Orb to the Gatekeeper, turn to **206**. If you want to attack him, turn to **105**.



128

The Ghost-Witch smiles contentedly and says, 'That is wonderful. I am so happy that you found my little Lawrence. Please put him on my tray.' If you want to give the cat to the Ghost-Witch, turn to **221**. If you would rather keep the cat and walk past the Ghost-Witch, turn to **160**.



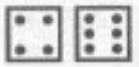
*There is a white marble statue of Lord Carnuss sitting on a throne*

**129**

You walk north along the tunnel for what seems like ages until it finally comes to an end at a magnificent gold door covered with intricate etchings of fire-breathing dragons. The Golden Dragon door isn't locked and opens into an opulent chamber that has a white marble floor and plush furnishings bedecked with statuettes, vases, inlaid boxes and ornaments. But what interests you the most is the white marble statue of Lord Carnuss sitting on a grand throne set against the far wall. He is holding a Golden Orb in his lap. If you want to examine the throne, turn to **36**. If you want to search the chamber, turn to **343**.

**130**

Thump counts the raised hands and says, 'That's seven in favour of the Priestess and five in favour of the Man-Orc. The Priestess will be our anchor.' Everybody takes up their position on the rope with the Barbarian at the front, with you and Thump in second and third position, and the Priestess at the back. You watch the opposing team take their positions on the rope with a Berserker at the front and a giant of a Warrior at the back as their anchor. Gripping the rope tightly, everybody leans back to take up the strain. The officer raises his sword and shouts, 'When I say heave, pull on the rope as hard as you can! The first team to drag the other team forward by a metre will be judged the winner. Get ready! One, two, three – heave!'



Sweating profusely in the heat, but encouraged by the grimacing faces of your opponents, you lean as far back as you can, pulling on the rope with all your might. The minutes pass, with neither team able to pull the other forward, when suddenly the Priestess lets go of the rope and points to the sky. A green flash sparks from her ring finger, and the rope suddenly feels easier to pull, as though an invisible hand is helping you pull it. You start to inch your way backwards, and all the wailing and grunting coming from your opponents cannot stop them from being pulled forward. The officer raises his sword when you have dragged them forward by a metre. The stone floor gives way beneath them, and you watch them fall into the void, screaming in terror. Turn to **213**.

**131**

You jump to one side, but are hit by two arrows, one in the arm and one in the shoulder. Lose 4 STAMINA points. If you are still alive, turn to **317**.

**132**

You check the box for traps, and, satisfied there isn't one, you slowly lift the lid. Inside, you find a silver key lying on top of a blue silk cushion. Add 1 LUCK point. You take the key and await your next instruction, but the room remains silent. If you want to open another box, turn to **388**. If you want to open the door, turn to **165**.



**133**

After changing places with him, Fingers looks at you with a smug smile on his face. 'One thing I've learned during my years as a thief,' he says, grinning, 'is how to detect traps!' The crowd gasps when Carnuss suddenly pulls down on the iron lever and the slabs fall away. You drop down the hole and tumble head over heels down a dark shaft to land on iron spikes at the bottom of a dark pit. Unable to move and bleeding profusely, you lose consciousness. Your adventure is over.

**134**

You climb out of the water and find Bloodworms inside your clothing that are sucking your blood. You manage to pull them all off, but they leave deep red marks on your skin that are painful to the touch. Lose 2 STAMINA points. You climb the steps to the new tunnel and head north. Turn to **147**.



135

The chest isn't locked. You lift the lid and are immediately enveloped by a dense cloud of tiny MOZFLIES with their ultra-fast-beating wings making a loud buzzing noise. You swat them with your hands, but they get in your mouth, your nose, your eyes, your ears, your hair and even inside your clothing. The attack does not last long, and the Mozflies fly off down the tunnel in search of new prey. You are covered in bites and begin to itch terribly all over. If you possess a small bottle of Mullweed Oil, turn to **54**. If you do not have Mullweed Oil, turn to **318**.

136

A small dart is fired at you by an unseen assailant, but it flies past your head. You hear it hit the floor and run off down the tunnel, not stopping until you reach the stone archway. If you left your sword in the wooden box, turn to **252**. If you are still carrying your sword, turn to **71**.

137

While holding the door handle, a small poisonous SPIDER hidden in a crevice above the door drops down on its silk thread on to the back of your hand. But, before it has chance to bite you, you flick it off your hand and watch it scurry away into the gloom. Unable to open the iron door, you have no choice but to turn round and walk back in the direction of the sound of the bell. Turn to **328**.

138

Ahead, you see a wooden box that is fixed to the left-hand wall. It has a hinged lid with a coin engraved on it. There are some words below the coin, which read: 'Heads for a Purse, Tails for a Curse'. You lift the lid up and find a shiny copper coin inside the box. If you want to toss the coin in the air, turn to **258**. If you want to keep on walking, turn to **348**.

139

Picking a passage through the candles, you walk over to the shelf and see that the helmet is finely crafted and has a full face guard. If you want to try the helmet on for size, turn to **210**. If you want to put it back on the shelf, and if you have not done so already, you can examine the shield (turn to **325**) or, if you want to leave the room and continue walking up the tunnel, turn to **86**.

140

If you are wearing a bone ring, turn to **199**. If you are not wearing this ring, turn to **182**.



**141**

The spectators are finally allowed into the arena late in the afternoon. They cheer the contestants, some of whom look as though they are about to pass out from heat exhaustion. By the time the arena is full, ten contestants are lying face down in the sand. A trumpet fanfare blasts out to signal the arrival of Lord Carnuss. The spectators stand to applaud him as he takes his place on his ornate throne while the unconscious contestants are dragged out of the arena, their contest over before it has even begun. Carnuss raises his arms to silence the trumpet and acknowledge the crowd. Standing next to Carnuss is a tall, mean-faced officer in a red uniform who steps forward to address the contestants with his sword raised in the air. 'Thank you for your patience,' he says insincerely. 'You may now drink water.' You do so eagerly – add 1 STAMINA point. 'As you have been informed by Lord Carnuss, only twelve of you will enter the Dungeon of Despair. Ten contestants have been eliminated already, and another ninety-eight are about to be eliminated in a qualifying tournament. The first round is called Bull's Eye, and you will need a partner for this contest. Choose one now!' With no information to go on, you look at the people closest to you. If you want to team up with Thump, turn to **291**. If you want to choose the High Elf, turn to **47**. If you want to choose the Pirate, turn to **361**.

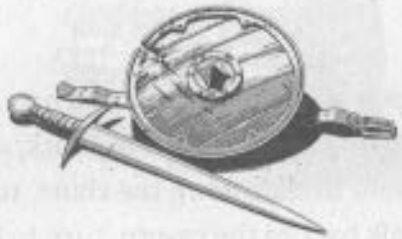


**142**

You place your Provisions on the table (make a note on your *Adventure Sheet*) and watch the Dragonmaster put his hands behind his back. He waits a few seconds before saying, 'I am holding a die in one of my hands. You must guess which hand it is in. Guess correctly and you can play the game. Guess wrongly and it's game over for you.' If you want to choose his left hand, turn to **341**. If you want to choose his right hand, turn to **205**.

**143**

You are infected by the Ghoul's toxic blood. You feel your limbs stiffen, making it difficult to wield your sword. Your body goes numb, and you are unable to move. You remain conscious, but are completely paralysed. The Ghoul licks its festering lips in anticipation of its next meal. You are about to be eaten alive. Your adventure is over.





**144**

You notice the number 111 etched on the inside of the ring as you slide it on to your middle finger. The statue's eyes flick open, and in a low voice it hisses a chilling warning. 'They who steal the Ring of Ice, my sword will cut and chop and slice!' The Warrior statue stands up, draws its sword and steps down from its plinth to attack you. If you want to fight the BRONZE WARRIOR, turn to **231**. You may Escape, but you must lose 2 STAMINA points as the Warrior will wound you as you flee. Turn to **331**.



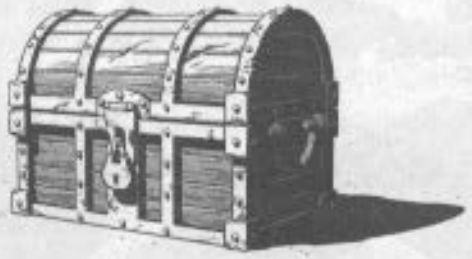
**145**

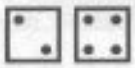
The corridor soon comes to a dead end. There is a trapdoor against the wall that lifts up to reveal a dark, spiral-shaped chute. If you want to slide down the chute, turn to **320**. If you want to walk back to the cavern, turn to **169**.



**146**

You reach down and touch what feels like a large iron ring handle. You pull the handle and lift up a trapdoor with Cockroaches running up your arm and watch thousands of the hissing insects disappear down a shaft. You peer down the shaft and see that it gives access to a tunnel below heading north. If you want to slide down the shaft into the new tunnel, turn to **329**. If you want to climb out of the pit, turn to **262**.







*A giant horned creature rises up from the lava belching fire*

**147**

The tunnel has a gentle incline, and you feel the air getting noticeably hotter. The tunnel leads into a large cave that is a bubbling cauldron of molten lava. You see that there is a narrow stone pathway running round the edge of the fire pit along the left-hand wall to another tunnel entrance. As soon as you set foot on the pathway, a giant horned creature enveloped in flames and belching fire rises slowly up from the lava with smoke escaping from the many fissures on its torso. It is a LAVA DEMON, a malevolent creature made of molten rock. It reaches down to scoop up a handful of lava to hurl at you. If you are wearing a Ring of Ice, turn to the number that is etched on the inside of the ring. If you do not have this ring, turn to **296**.

**148**

The Dragonmaster remains silent for a few moments before saying in a stern voice, 'That is a grave error on your part. You have failed in your quest, but, thanks to the generosity of the great Lord Carnuss, your life will be spared for being the first contestant to get to this point.' The Dragonmaster pushes a lever down on the wall behind him, which opens a trapdoor in the floor above a chute. He tells you to slide down the chute, adding, 'Freedom awaits you.' If you want to slide down the chute, turn to **214**. If you want to attack the Dragonmaster, turn to **38**.

**149**

You see your opponent shaking under the weight of the iron ball, but you are shaking too, with the burning pain in your arms almost unbearable. Turn to **166**.

**150**

The Gatekeeper shakes his head and says, 'Not knowing his age is disrespectful to Lord Carnuss. That means you cannot win the Orb. I will open the door and you must leave here now without the Orb.' If you want to accept the Gatekeeper's ruling, turn to **326**. If you want to attack the Gatekeeper, turn to **105**.



**151**

You find a gold key on a chain around the Cyclops' neck with the number 270 stamped on it. You put the key in your pocket and search the chamber. Finding nothing else of interest, you think about which way to go. If you want to leave the room and head north, turn to **230**.If you want to leave the room and go back down the staircase and turn right at the junction, turn to **265**.

**152**

You begin turning the pages and soon realize that it is a book about the construction of Lord Carnuss's dungeon. There are mentions of 'locks' in the bowels of the dungeon, and warnings about Dragons and Demons. Puzzled and wanting to learn more, you skip to the back of the book where you find floor plans of the dungeon. You recognize the entrance and the tunnel, staircase and corridor that led you to the library. On the next page, you see that the east corridor you are in turns north and ends at what looks like a chute down to a tunnel. The following page shows that the north end of this tunnel has two rooms off it before coming to a rope bridge over a ravine. The tunnel continues north, with another room off it, before ending at a T-junction. The rooms on the left side of the tunnel are marked Candle Room and Spider Pit Room. The room on the right side is marked Firewood Room. You turn the page, but, much to your annoyance, the remaining pages have been ripped out of the book. You put it back on the shelf and decide what to do. If you have not done so already, you can either open the book entitled *Mages and Magic* (turn to **263**) or open the book entitled *Dead and Undead* (turn to **248**). If you want to leave the library and continue up the corridor, turn to **179**.

153

You jump on to the rope and slide down it until you reach the tunnel entrance. You suddenly feel a sharp pain in your leg where you have been hit by a small object. Blood starts to trickle down your leg. Lose 1 STAMINA point. You look in the tunnel and see the Troglodyte loading a stone into his slingshot. You push back against the wall and swing on the rope, aiming to dive feet first into the tunnel. Roll two dice. If the total is equal to or less than your SKILL score, turn to **188**. If the number is greater than your SKILL score, turn to **256**.

154

You walk on for some distance and see a small man with a long grey beard sitting cross-legged on the floor, leaning back against the tunnel wall. As you get closer, you see that he is a GNOME and that he is chained to the wall by his ankle. There is a sign fixed to the wall above his head that says 'Free Food'. You ask him what the free food is, and he replies, 'Me. I am the free food. I've been left out here for the Raptorex to eat. One of the Troll Guards put up that sign. It's not funny.' If you want to try to free the Gnome, turn to **109**. If you want to leave him and walk on, turn to **247**.

155

The arrow fired by Thump flies over your head, missing you by some distance. The crowd gasps as the contestants fall to the ground, groaning, clutching the arrows lodged in their torsos. The trumpet sounds again, and the officer instructs the remaining contestants to line up against the far wall while the injured are led out and the dead are dragged from the arena. You walk over to Thump and ask him why he aimed at you. 'I was never taught how to use a bow and arrow so I figured that if I aimed it at you, I would be bound to miss!' he says, roaring with laughter. You tell him that having seen him aim at you, you aimed at him, but missed. 'That's not funny,' he says, frowning. 'Let's not risk fighting each other again. We should split up for the next contest.' The officer looks along the line of contestants and says coldly, 'By my count, there are forty-eight contestants left in the tournament. Lord Carnuss requires that number to be reduced to twelve within the hour. It is time to choose a partner for the next contest, which is called Heavy Metal. Do it now!' If you want to choose the Thief on your left, turn to **98**. If you want to choose the Ninja on your right, turn to **184**.



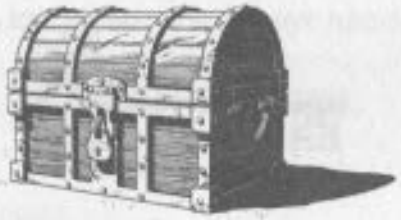
**156**

The Ghost-Witch's eyes light up and she closes in on you, almost touching your nose with hers. 'Where is he?' she asks excitedly in a soft, breathy voice. If you possess a small cat made of black marble, turn to **94**. If you want to tell the Ghost-Witch that you do not know where the cat is, turn to **297**.



**157**

As you are pulled towards the Bloodbeast, you become aware of a noxious smell of gas coming from its lair that makes you feel dizzy and light-headed. You struggle to draw your sword with your free hand, but pass out, unaware of being dragged into the pool of toxic slime inside the Bloodbeast's lair. Once the slime has softened you up, the Bloodbeast will feast on your flesh. Your adventure is over.





**158**

Ahead, you see a wooden door in the right-hand wall from which you hear the sound of somebody chopping wood. If you want to open the door, turn to **72**. If you want to carry on walking up the corridor, turn to **386**.

**159**

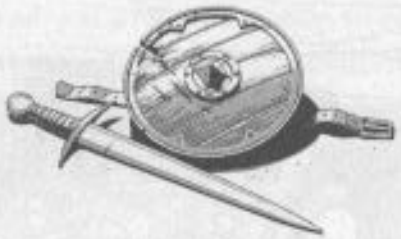
You shake the Assassin's hand, telling her that you wouldn't normally form an alliance with an Assassin, but this dungeon isn't normal. You see the faintest of smiles on her face before she turns and strides off up the tunnel. You catch up with her and talk about the Golden Orb, wondering if you have already gone past it or whether it was still to be found up ahead. You are deep in discussion when you come to a new passageway in the right-hand wall. 'Seeing as how I just saved your skin, I'm going to choose which way we go for the time being,' she says forcefully. 'We are going to head north!' You turn right and soon arrive at the entrance to a narrow tunnel in the right-hand wall that has a rough stone floor sloping downwards into darkness. 'I don't like the look of that tunnel. Let's keep going north,' she says without stopping. Turn to **65**.



**160**

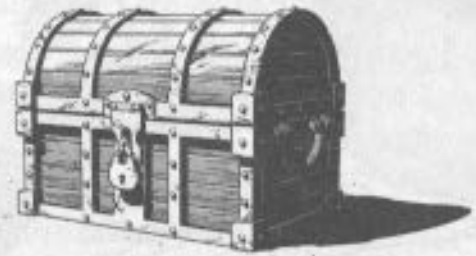
The Ghost-Witch's eyes widen, and she lets out a high-pitched screech that echoes down the passageway. She glides down the staircase and reaches out with a bony hand that passes through you as though you are a ghost yourself. You feel a sudden chill, and a sensation like an ice-cold hand squeezing your heart. Lose 1 SKILL point and 5 STAMINA points. If you are still alive, you watch the Ghost-Witch glide down the passageway and disappear left round the corner. If you want to climb to the top of the staircase, turn to **327**. If you want to go back down the steps and turn right at the junction, turn to **265**.





**161**

The Hobgoblin points to his left and says, 'Key! Look! There!' You walk to the back of the cavern, turn over a large stone and find a brass key underneath it. 'Throw to me! Quick!' the Hobgoblin shouts impatiently. If you want to throw the key up to Hobgoblin, turn to **106**. If you would rather keep the key and walk on, turn to **393**.





*The door bursts open on to a multi-eyed creature with spiked teeth*

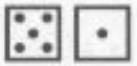
**162**

You unlock the door and turn the handle. The door bursts open and you are immediately struck by a giant tongue that whips out from a huge mouth lined with the long, spiked teeth of a multi-eyed creature. Its head is pressed hard against the door frame, filling it completely. You are staring into the slavering mouth of a terrifying BLOODBEAST! Roll two dice. If the total is equal to or less than your SKILL score, turn to **220**. If the number is greater than your SKILL score, turn to **289**.



**163**

Your sight gradually returns but not quite fully. Everything you see around you is slightly out of focus. Lose 1 SKILL point. You rummage through the Ratmen's pockets and find a piece of chalk, a glass eyeball, a small bottle labelled Weezle Juice, a small cat carved out of black marble and a chewed bone. After taking what you want, you set off again. Turn to **236**.



**164**

The Imp looks a little apprehensive when you draw your sword. He quickly turns and dashes over to his Spikle. He picks it up and steps inside the wheel. 'What luck. It's not damaged at all,' he says smugly. He scoots off and disappears round the bend, heading east. 'I'll get you again on the way back, wormbrain!' he shouts and starts laughing hysterically. The laughter soon dies away, and you set off again, now heading north. Turn to **104**.

**165**

You reach the door and place the key in the lock only to find that the door isn't locked after all. You leave the room to head west along the tunnel. Turn to **198**.



**166**

You begin to lose your grip on the iron ball and, much to the delight of your opponent and the cheering crowd, there is nothing you can do but let it drop to the ground. A guard grabs your arm and leads you out of the arena. You can't believe that you are out of the contest so soon. Your adventure is over.

**167**

The old man pockets the Gold Piece and hands you a tarnished white-gold signet ring that has a sword etched on its face. 'Go on, put it on,' he urges. You slide it on to your little finger and suddenly feel extra alert. It is a Ring of Dexterity that will improve your combat skills. Add 1 SKILL point and 1 LUCK point. You thank the old man and leave the room, turning left to open the door at the end of the corridor. Turn to **309**.

**168**

The bread is stale but edible, and the cheese tastes sour even after cutting off the mould. But you are hungry and devour everything on the plate, washing it down with slugs of water. Add 2 STAMINA points. If you have not done so already, you can either open the chest (turn to **385**) or try to open the door at the back of the room (turn to **67**). If you would rather leave the room and head north up the passageway, turn to **230**. If you want to leave the room and run back down the staircase and turn right at the junction, turn to **265**.

**169**

You hurry back along the corridor, passing two doors until you reach the staircase. You hear murmuring voices and the sound of footsteps in the stairwell. If you want to draw your sword and face whoever is coming up the staircase, turn to **364**. If you want to run back down the corridor and slide down the chute, turn to **320**.

**170**

The Dragonmaster watches you place your charms on the table and says, 'For each charm you give me, I will let you add 1 to your dice roll total. The game will now begin.' You roll your dice at the same time as the Dragonmaster rolls his three dice. The total of his three dice is 9. If the total of your dice and bonus is 9 or less, turn to **55**. If the total is 10 or greater, turn to **357**.

**171**

You reach down to pick up the object, which you discover is a glass jar containing 2 Gold Pieces. You decide to climb up the ladder before any more Snakes strike you. Turn to **110**.

**172**

The door isn't locked and opens into a storeroom with shelves stacked with dungeon equipment. The floor is crammed with barrels and boxes, and at the back of the room there is a portly man in a white apron sitting on a chair with his legs up on the counter, fast asleep and snoring loudly. If you want to wake the Storeman, turn to **23**. If you want to close the door and carry on walking up the corridor, turn to **116**.

**173**

The narrow passageway continues north, and you soon arrive at a solid oak door in the left-hand wall. You listen at the door but hear nothing. If you want to open the door, turn to **97**. If you want to continue walking, turn to **249**.

**174**

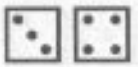
You pass by a water fountain in the left-hand wall. It is in the shape of large fish head from which water is gushing out of its mouth into a stone bowl. If you want to drink at the fountain, turn to **302**. If you want to press on, turn to **365**.

**175**

The Dragonmaster taps his fingers on the table and says disdainfully, 'Four Compass Keys are needed for this test. No more, no less. It is unfortunate that you failed to find them, but that is what Lord Carnuss expected, of course.' Turn to **336**.

**176**

You stand on the slab and watch the Monk stand on slab 2 and finally the Thief, who steps cautiously on to slab 5. Your heart begins to pound in your chest when Lord Carnuss reaches for an iron lever protruding from the wall of the cave entrance. The crowd goes silent when he takes hold of it with both hands. 'Contestants, you are about to enter my Dungeon of Despair. When I pull down on this lever, you will drop through the floor. I should warn you



that one of you will not survive the fall! If any of you want to change places with another contestant, do so now!' The Thief raises his hand and says, 'I'll swap if anybody else will?' If you want to change places with Fingers, turn to **133**. If you want to stay where you are, turn to **342**.

**177**

The statuettes are of demons and dragons, and the vases all contain bunches of long-stemmed black roses. The ornaments are of no use to you, but you open a small black-lacquered box on a side table and find a gold signet ring engraved with a dragon's head. If you want to put the ring on your finger, turn to **211**. If you would rather put the ring back in the box and walk over to the throne to pick up the Orb, turn to **228**.

**178**

You head west with the Monk, exchanging stories about the dangers you have faced in the dungeon. 'The Goblins were easy to defeat,' he says boastfully, 'but I was nearly eaten by a Raptorex. I had to hide in an alcove while it rampaged through the tunnel. But I did manage to squeeze some information out of one of the Troll Guards I gave a bit of a clobbering to before leaving him to rot in a cell. He agreed it was better than me leaving him chained to the wall for the Raptorex to find. He told me that you need special keys to escape from the dungeon. They are the four gold Compass Keys. Each one has a number stamped on it that represents the cardinal points on a compass. The north key has 360 stamped on it, the south key has 180 stamped on it and so on. Have you found any?' Before you can answer, you see two tall, stocky figures in leather armour running towards you, wielding long spears. They have green warty skin and huge tusked mouths. They are TROLL GUARDS. 'These Guards are beginning to annoy me,' says Uzman, sounding a bit bored. 'You take the one on the left, and I'll deal with the one on the right.'

*TROLL GUARD* *SKILL 9* *STAMINA 9*

If you win, turn to **89**.



**179**

You follow the corridor east until it turns left and heads north. Around the corner you see the body of a Troll Guard propped up against the left-hand wall with a bloodied sword across his lap and a small drawstring bag hanging from his belt. If you want to take the sword, turn to **345**. If you want to take the bag, turn to **24**. If you want to keep on walking, turn to **145**.



*A spiked wheel is being ridden by a small green-skinned creature*

**180**

You put the key in the keyhole. The lock is larger than the other locks and it feels like you can turn the key either way. If you want to turn the key clockwise, turn to **113**. If you want to turn the key counterclockwise, turn to **45**.

**181**

The walls of the roughly hewn rock tunnel become smoother and are interspersed with carvings of dragons and demons. The floor has a layer of sand on it with fresh footprints heading west. The tunnel soon starts to curve slowly round to the right, and, as you continue on, you hear the high-pitched laughter again. Suddenly a large wooden wheel with an iron rim and pyramid-shaped spikes comes hurtling round the bend at high speed. The wheel has footholds on the inside of the rim like a giant treadmill and is being ridden by a small green-skinned creature with a wide mouth, wild eyes, pointed ears and a long ponytail trailing behind him. It's a wicked IMP, and he is laughing manically as he steers his Spikle straight at you! Roll two dice. If the total is equal to or less than your SKILL score, turn to **286**. If the number is greater than your SKILL score, turn to **303**.

**182**

The toxins in the Demon's saliva soon make you feel very ill. You break out in a fever and stagger down the steps with one hand against the wall to hold yourself up. You begin to sway on your feet and cannot stop yourself from falling flat on your face. Lose 1 SKILL point and 5 STAMINA points. If you are still alive, turn to **39**.

**183**

You lift the Mouseling down on to the floor, and he immediately runs north up the tunnel, beckoning you to follow him. You only need to walk slowly to keep up with him, and it's not long before he comes to a stop in front of a large hole in the floor. There is a rope suspended from the ceiling that drops down into the hole and disappears into darkness. The Mouseling points at the rope and wags his finger at you with a frown on his furry face. He then turns and vanishes into a hole in the tunnel wall before reappearing, carrying a Gold Piece. He places it on the floor, bows and disappears back into the hole, from where you hear excited high-pitched voices. You put the Gold Piece in your pocket and tug on the rope. It feels like it would support your weight. If you want to slide down the rope, turn to **378**. If you want to walk round the hole and on up the tunnel, turn to **232**.



**184**

You stand opposite the Ninja, who looks at you with piercing eyes, which is all you can see of his masked face. The gates open and an ox-drawn cart piled high with large iron balls rolls slowly into the arena. The officer instructs everybody to take an iron ball from the cart and stand holding it above their head opposite their partner. The iron ball is very heavy, and you have difficulty lifting it. The Ninja shows surprising strength in deftly lifting the iron ball above his head. Your arms soon start to shake under the weight of the ball. The crowd cheers as balls begin to drop on to the ground all around the arena with a dull thud, and the eliminated contestants are led away by the guards. The muscles in your arms start to burn, and you wonder how much longer you can last. Lose 2 STAMINA points. With his arms held rigid in the air, the Ninja shows no sign of buckling under the weight of the ball. Roll two dice. If the total is higher than the Ninja's SKILL score of 6, turn to **22**. If the total is 6 or less, turn to **166**.

**185**

When you reach down to roll the body over, it suddenly twitches into life. The man sits up and stares at you with wide-open, bloodshot eyes. He has a maggot-ridden face with a black tongue hanging out of his gaping mouth. He stands up and you see that the man is a GHOUL that reaches out to slash you with its long claws. You must fight it!

| *GHOUL* | *SKILL 8* | *STAMINA 7* |
|---|---|---|

If you lose three Attack Rounds, turn to **143**. If you win without losing three Attack Rounds, turn to **255**.



**186**

The Woodcutter points at the log and says, 'It took me ten minutes to chop this log into two pieces. How long would it have taken me to chop the log into three pieces instead?' If you know the number of minutes, turn to that number. If you do not know the answer, turn to **254**.



**187**

You search in vain through your backpack for something to kill the Parasites. You begin to feel desperately unwell as the virus spreads through your bloodstream. Angry lumps start appearing all over your body where the infection takes hold, and it's not long before you pass out from the pain, never to recover. Your adventure ends in the darkness in the tunnel.

**188**

You swing into the tunnel, hitting the Troglodyte with both feet to send him flying. He jumps up, shakes his head and runs off down the tunnel, calling for help. You think about chasing after him, but decide against it since the tunnel roof is very low and would restrict your movement. There is a wooden stool by the entrance with a tin box underneath it. The box contains 2 Gold Pieces and a small solid gold ball with a dragon motif on it. Add 1 LUCK point. You pocket the items and grab hold of the rope and climb out of the well. With nothing else to see in the cavern, you hurry over to the new passageway in case the Troglodyte returns with reinforcements. Turn to **376**.

**189**

The Snakes are small but slippery-quick, and there at least twenty of them in the pit. They are also poisonous! You must react quickly to avoid being bitten. You draw your sword and attack!

| | | |
|---|---|---|
| *First SNAKE* | SKILL 5 | STAMINA 3 |
| *Second SNAKE* | SKILL 4 | STAMINA 4 |
| *Third SNAKE* | SKILL 5 | STAMINA 4 |

Fight the Snakes one at a time. If you defeat all three Snakes, turn to **219**. You may Escape by climbing up the ladder to open the door, but you must lose 2 STAMINA points as one of the other Snakes will bite you as you flee. Turn to **110**.

**190**

The dagger flies past your head and clatters against the stone wall. You pick it up and slide it into your belt and walk over to the shelf at the back of the room with Azurra Xang screaming angrily at you. 'You'll regret this!' she shouts. 'May the Fireworms of Slann burn through your eyeballs!' Ignoring her angry outburst, you look inside the silver chalice and find a small solid silver ball that is etched with a dragon motif. You place both items in your backpack and leave the room to carry on up the tunnel with the Assassin still cursing you at the top of her voice. Turn to **124**.

**191**

Three arrows thud into your shield. You look to your left and see that the Assassin has been struck by another arrow, this time in the stomach. It doesn't stop her, and she runs at the Zanth Archers with her spear held high, ready to strike. You charge at the archers who fired their arrows at you, striking the first one down before he has time to fire another arrow at you. You fight the other two one at a time.

| | | |
|---|---|---|
| *First ZANTH ARCHER* | SKILL 7 | STAMINA 5 |
| *Second ZANTH ARCHER* | SKILL 7 | STAMINA 6 |

If you win, turn to **382**.

**192**

You lift the lid and suddenly feel a sharp pain in your wrist. You have triggered a dart trap! Lose 2 STAMINA points and roll one die. If you roll a 6, you must also lose 1 SKILL point. Trying to ignore the pain, you pull the small dart out of your wrist and look inside the box to find a small solid copper ball that is etched with a dragon motif. You put it in your backpack and decide what to do next. If you have not done so already, you can either open the book entitled *Dead and Undead* (turn to **248**) or open the book entitled *Dungeon of Despair* (turn to **152**). If you want to leave the library and continue up the corridor, turn to **179**.

**193**

The Dragonmaster bangs his fist on the table and points his finger at you. 'Liar! Finding five Dragon Balls is impossible. Dishonesty does not go unpunished!' he shouts loudly. A jagged bolt of lightning flies out from the ring on his finger and slams into your chest. The force of it sends you flying, and you smash your head against the back wall. You slump to the ground and, barely able to move, you can do nothing but watch the Dragonmaster push a lever down on the wall that opens a trapdoor in the floor near to him. He walks over and drags you to the trapdoor and pushes you down into a chute. As you slide down, you hear him shout, 'Be gone with you!' Turn to **214**.

**194**

You struggle desperately to take the bottle out of your pocket. You are weak from holding your breath, but manage to uncork the bottle and empty out its contents. The acidic Weezle Juice starts to dissolve the Glugg's jelly-like body. It ejects you immediately, trying to rid itself of the acid. Add 1 LUCK point. You stand up and walk on, leaving the decomposing body of the Glugg behind, and soon arrive at a junction. The new tunnel in the left-hand wall is narrow and has a very low ceiling. There is a bad smell of rotten eggs coming from it, and you decide to carry straight on. Turn to **115**.

**195**

Thump slaps you on the back and shakes your hand firmly. 'By the beard of Bigleg, our bond is built!' he says solemnly with his eyes fixed on yours. 'Now let's find that Orb!' Once outside, the officer leads you along a dusty track that is lined with hundreds of cheering spectators. Walking along, you notice a white-haired old man in the crowd. He is waving at you, trying to get your attention, and when he catches your eye he beckons you over to speak to him. If you want to stop to speak to the old man, turn to **284**. If you want to keep on walking, turn to **12**.

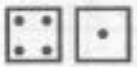


**196**

The Dwarf screams at the top of his voice and strides towards you with his swords raised in the air. You must fight the angry Dwarf.

| | | |
|---|---|---|
| *DWARF* | *SKILL 6* | *STAMINA 5* |

After you win your first Attack Round, turn to **285**.





*A small rodent-like creature is trapped behind iron bars*

**197**

You are knocked down and run over by the Spikle. One of its metal spikes pierces your leg as it rolls over you, wounding you badly. Lose 1 SKILL point and 4 STAMINA points. The Imp doesn't stop and carries on riding his Spikle down the corridor. 'I'll get you again on the way back, wormbrain!' he shouts and starts laughing hysterically. The laughter soon dies away, and, after bandaging your leg, you set off north again, limping badly. Turn to **104**.

**198**

You walk on slowly to where the tunnel turns sharply right. With your sword at the ready, you peer round the corner and see a tiny humanoid creature with a rodent-like head trapped behind iron bars in an alcove in the left-hand wall. It is less than half a metre tall and is wearing a tiny suit of leather armour. It's a MOUSELING, one of the rarely seen creatures who live in small tunnel networks inside caves. When he sees you, he starts squeaking and waving his tiny paws in the air, gesturing for you to free him. If you want to help him escape, turn to **100**. If you want to ignore his plea for help and walk on, turn to **25**.

**199**

There are toxins in the Demon's saliva, but they have no effect on you. Add 1 LUCK point. Turn to **39**.

## 200

You step on to the wobbly bridge and walk slowly across. When you reach the middle of the bridge, you step unknowingly into a void. The wooden boards look to be in place, but it's an illusion – three boards are missing! As you begin to fall, you try desperately to grab the rope handrail to save yourself from disappearing through the gap. Roll two dice. If the total rolled is the same or less than your SKILL score, turn to **241**. If the total rolled is greater than your SKILL score, turn to **275**.

## 201

The tunnel soon comes to a dead end where a rockfall blocks your way. There's a slight draught but no way through. The Monk was right. You are about to turn round and head back when you catch sight of a screwed-up piece of paper in the rubble. There is a note on it that says, 'Do not turn the gold key numbered 180 clockwise in the lock. Turn it counterclockwise.' You sit down on a rock to rest for a while, turning an imaginary key left and right in the air as you ponder the challenges ahead. The short rest is welcome. Add 1 STAMINA point. With your route ahead blocked, you decide to hurry back down the tunnel to catch up with the Monk and head west. Turn to **271**.

## 202

There is an eerie whooshing sound as the arrows fly across the arena, followed by the sickening thud of many of them hitting their targets. The crowd gasps as contestants fall to the ground, clutching the arrows lodged in their torsos. The arrow you fire at Thump flies past his head and bounces off the wall behind him at the same time as Thump's arrow whistles over your head. You both start grinning, relieved to have survived unscathed. You barely notice the groans of the injured contestants or the noise of the spectators. The trumpet blasts out again and the officer instructs the remaining contestants to line up against the far wall while the injured and the dead are led or dragged out of the arena. Standing next to Thump, you ask him why he aimed his bow at you. 'I never learned how to use a bow and arrow so I thought that if I fired it at you, I would be bound to miss!' he says, roaring with laughter. You tell him that you could have hit him, but decided not to. 'How very considerate of you,' he says with a wry smile. 'Let's not risk fighting each other again. We should split up for the next contest.' The officer looks along the line of contestants and says without any emotion in his voice, 'By my count, there are forty-eight contestants left in the tournament. Lord Carnuss requires that number to be reduced to twelve within the hour. It is time to choose a partner for the next contest, which is called Heavy Metal. Do it now!' If you want to choose the Thief on your left, turn to **98**. If you want to choose the Ninja on your right, turn to **184**.



**203**

The words form a message that reads, 'To leave the chamber, touch the right eye of the right-hand dragon and the left eye of the left-hand dragon at the same time.' If you want to walk over to the throne to touch the eyes of the dragons, turn to **60**. If you want to pick up the Orb, turn to **228**.

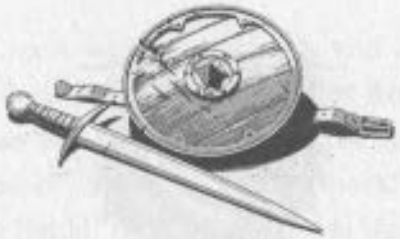
**204**

The breastplate fits you perfectly and will protect you in combat. Add 1 point to your Attack Strength during combat while wearing the armour. You search the end wall for a secret doorway, but find nothing. You have no option but to walk back down the tunnel to the T-junction. Turn to **33**.



**205**

The Dragonmaster brings his arm forward and opens his hand to reveal a black die. Add 1 LUCK point. 'You guessed correctly,' he says calmly as he hands you the die. 'You are now equipped to play the game, but the odds are against you winning!' Turn to **324**.



**206**

You take the Orb out of your backpack and hand it to the Gatekeeper. He holds it close to his face, admiring the workmanship in the dragons. 'Merciful Manticores, it is indeed the Golden Orb,' he exclaims, and lets out a long, low whistle. 'Your final task is to solve a simple puzzle. Answer it correctly, and you are free to go. Answer it incorrectly, and you must forfeit the Orb. Listen carefully. When Baron Sukumvit was twelve years old, Lord Carnuss was half his age. If Baron Sukumvit is now forty-eight years old, how old is Lord Carnuss?' If you know the answer, turn to the paragraph with the same number. If you do not know the answer, turn to **150**. If you want to attack the Gatekeeper, turn to **105**.

**207**

The tunnel soon veers left and as you walk along you become aware of an acrid smell in the air. Continuing north, you reach a marble urn set against the left-hand wall that is full to the brim with a sharp-smelling dark liquid that makes you gag. If you want to hold your nose and poke your sword around in the urn, turn to **304**. If you would rather walk on, turn to **43**.



**208**

You grab one of the gauntlets, but it is difficult to keep hold of it as it thrashes around in the air. You are forced to let go of it when the second gauntlet starts clawing at you with its steel-tipped fingers. Lose 2 STAMINA points. Once free, the gauntlets come together and glide over to the door and start scratching at it manically. The door suddenly opens on its own, and the gauntlets immediately turn and go back down the tunnel. You seize your chance and slip through the open door. Turn to **173**.

**209**

While catching your breath, you take the gold key that is hanging on a string cord around the Monk's neck. You see that it has the number 360 stamped on it. You put it in your pocket, together with 2 Gold Pieces from the leather purse on his belt. You also find a gold envelope inside his tunic containing a handwritten note that reads, 'My dear Uzman, return the Orb to me, and 10,000 Gold Pieces will be yours to keep, together with your freedom. And, should my brother meet with an untimely end at your victory ceremony, Blood Island will be yours! Baron Sukumvit.' You put away the note and search the Assassin to find a small phial of clear liquid in her pocket. If you want to drink the liquid, turn to **369**. If you want to leave the chamber by the door at the back, turn to **392**.

**210**

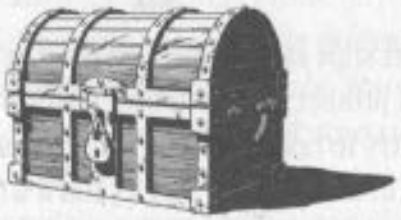
The helmet slips easily over your head. It's heavy, but feels like it will protect you from heavy blows to the head. But, when you try to take it off, you find it impossible to do so. It has been cursed with evil magic, and it will remain on your head for seven days. Lose 1 LUCK point. You are wearing the Helmet of Hades that will blur your vision in battle. Lose 2 SKILL points. If you have not done so already, you can look at the shield (turn to **325**) or, if you want to leave the room and continue walking up the tunnel, turn to **86**.

**211**

As soon as you put the ring on your finger, the Golden Dragon door begins to close. If you want to run back out of the chamber before the door closes, turn to **350**. If you want to remain in the chamber, turn to **264**. If you want to walk over to the throne to pick up the Orb, turn to **228**.

## 212

You check the box for traps, and, satisfied there isn't one, you slowly lift the lid. Inside, you find a silver key lying on top of a green silk cushion. Add 1 LUCK point. You take the key and await your next instruction, but the room remains silent. If you want to open another box, turn to **388**. If you want to open the door, turn to **165**.



## 213

The stone floor rises back up with the spectators clapping and cheering wildly. 'I told you I had to be the anchor,' the Priestess says, looking very pleased with herself. 'A little magic can make a big difference.' The officer raises his sword to silence the crowd, telling your team to stand in a line. He turns back to the crowd and says, 'I'm sure you will all agree that this has been a glorious contest so far. To end this part of it, Lord Carnuss will say a few words.' Carnuss rises slowly to his feet and, with a look of satisfaction on his face, says, 'Indeed, this has been a glorious day and I, for one, do not want it to end. So, there will be an additional contest called Life or Death. It will be one-on-one combat that will better reflect the name of my arena. The twelve will become six. Only these six survivors will enter my dungeon!' The spectators go wild on hearing his announcement. Carnuss slowly surveys the twelve remaining competitors. 'Contestants, draw your weapons and prepare to fight to the death. The Dwarf Warrior will fight the Rogue, the Assassin will fight the Berserker, the Monk will fight the Barbarian, the Priestess will fight the Thief, the Warrior-Knight will fight the Mercenary, and the Man-Orc will fight the Adventurer!' he growls in a cold voice, pointing his finger at you. 'Let battle commence!' He sits down to watch the spectacle begin, signalling to the officer to instruct the contestants to stand opposite their opponents. You walk over to the tall MAN-ORC who looks like he is a mean and ferocious fighter. Holding his heavy broadsword in two hands above his head, he charges at you the moment the trumpet sounds. You raise your sword and stand ready to fight him!

| | | |
|---|---|---|
| *MAN-ORC* | *SKILL 8* | *STAMINA 7* |

If you win, turn to **69**.





*The entrance is made of copper in the shape of a demon's head*

**214**

You slide down the long chute, and land with a bump on the ground outside in bright sunlight. There is a huge crowd gathered who cheer loudly when they see you, but their cheers turn to jeers when they find out that you failed in your quest to find the Golden Orb. You are pelted with rotten eggs and tomatoes and have to be rescued by the guards. You are marched to the harbour and put on a boat to take you back to the mainland. Your adventure is over.

**215**

You set off east and notice that the passageway becomes wider, and the ceiling becomes higher. The passageway soon makes a sharp left turn, and you walk north until you come to a tunnel in the right-hand wall that has an entrance in the shape of the head of a horned demon. It is made of copper that has turned bluish green with verdigris, and its open mouth is big enough to step through. There are burning torches on either side of the entrance and a large brass gong hanging in its wooden frame next to it. If you want to continue walking north, turn to **138**. If you want to enter the new tunnel, turn to **362**. If you want to ring the gong with the striker, turn to **92**.

**216**

You take a deep breath and open the book. The first chapters are histories of good and evil Wizards, Sorcerers and Necromancers. The other chapters feature lavish illustrations of ingredients that you think are for making potions. Frustratingly, most of the words are in Elvish, which you are unable to read. But there is some mysterious handwriting in large red letters on the last page of the book that you are able to understand. If you want to utter the words 'Skoob Edils Tuo', turn to **66**. If you want to put the book back on the shelf, and you have not done so already, you can either open the book entitled *Dead and Undead* (turn to **248**) or open the book entitled *Dungeon of Despair* (turn to **152**). If you want to leave the library and continue up the corridor, turn to **179**.

**217**

The Assassin jumps over the pit and says, 'You don't need to answer. I'm true to my word, and I'm going to help you now. Then we are quits. Understand?' You nod in agreement and throw your rope up to her. She wraps it round her waist and tells you to climb up. Once out of the pit, she hands the rope back to you, and you stand facing each other in silence for a few moments. The Assassin holds her hand out and says, 'Shall we join forces for a while?' If you want to shake her hand and join her, turn to **159**. If you want to decline her offer, turn to **282**.



**218**

You take the skull out of your backpack and walk over to place it in position on top of the Skeleton's spine. It fits perfectly and activates the ORC SKELETON, which starts walking around the room in jerky movements with its skull slowly turning from side to side as though it is looking for something. It stops when it gets to the middle of the room and raises its arms in the air. The ceiling continues to slide down, but grinds to a halt when it touches the Orc Skeleton's outstretched fingers. You hear a creaking sound and fear another trap has been sprung, but it is the noise of the door opening behind you. If you want to leave the room immediately, turn to **249**. If you want to take the silver armband from the Orc Skeleton before leaving, turn to **53**.

**219**

You see a glass object on the floor, which is partially hidden by the Snakes. But, before you can find out what it is, more Snakes slither over to you and rear up to attack. If you want to stand and fight, turn to **372**. If you want to climb up the ladder to open the door, turn to **110**.

**220**

You just manage to jump out of the way of the long tongue as it lashes out to snare you. When it recoils into the Bloodbeast's gaping maw, ready to strike again, you seize your chance and slam the door shut in its face. There is a noxious smell of gas coming from the Bloodbeast's lair, and you lock the door for good measure and head north. Turn to **101**.

**221**

You place the marble cat on the tray and watch the Ghost-Witch stroke the small figure with her spidery hands. 'I'm so happy. Lawrence was gone too long,' she whispers softly. 'You have been very kind to me, unlike one of the other scavengers who I had to cast a spell of Undeath on. You might see him rotting away in the dungeon somewhere. As for you, you may take two of my treasures as a reward for bringing Lawrence back to me.' With a sigh of relief, you examine the items on her tray, which are an Orc skull with curved tusks, a small brass pig, a small silver shoe, a large pebble with a painting of a sword on it, a Gold Piece, a small bottle containing pink sand, a bone die and an empty silk purse. After putting two of the items in your backpack, the Ghost-Witch glides past you down the staircase and along the passageway before disappearing left round the corner. If you want to climb to the top of the staircase, turn to **327**. If you want to go back down the steps and turn right at the junction, turn to **265**.

**222**

There is a brass plate attached to the door that has a small slot in the middle of it. There is a message etched in the brass plate above the slot, which says 'Insert 1 Gold Piece to open the door'. You try the handle and discover that the door is locked. If you want to put 1 Gold Piece in the slot, turn to **301**. If you want to turn round and head north, turn to **279**.

**223**

The arrow fired by Thump flies over your head. Having never learned how to use a bow, his arrow misses you by some distance. Alas, he is not so fortunate. Your aim is accurate, and your arrow strikes home. You watch him sink slowly to his knees, holding his stomach where the arrow is protruding from it. He stares at you coldly, his teeth clenched shut in pain. Lose 2 LUCK points. Filled with remorse, you barely notice the noise of the spectators or the groans of the injured contestants. The trumpet blasts out again, and the officer instructs the survivors to line up against the wall opposite him. The injured contestants are led away, and the dead are dragged out of the arena by Carnuss's guards. You watch poor Thump stagger away slowly, head bowed, his contest over. Turn to **83**.

**224**

You walk downhill for what seems like ages until you eventually arrive at the flooded entrance of a dark cavern with a low ceiling. The water comes from a natural spring and is crystal clear. You drink the cool water and feel immediately refreshed. Add 2 STAMINA points. You can't see a way out of the cavern and walk back up the tunnel to the junction and turn right to head north. Turn to **87**.

**225**

You sit down in the chair, expecting a boost of energy to surge through your body, when you suddenly sink down as though the seat was made of sponge. The chair metamorphoses into a giant ball of sticky amber jelly that completely envelops you! You have been caught by a GLUGG, a gigantic gelatinous slug that can imitate nearby objects. You find it difficult to breathe or move inside the Glugg, and your skin feels like it is blistering. Lose 2 STAMINA points. You will have to act fast before its gastric fluid starts to dissolve your flesh. If you have a bottle of Weezle Juice, turn to **194**. If you do not have this potion, turn to **16**.



**226**

The Dragonmaster picks up his dice and says coldly, 'That is unfortunate. The game will now begin. We shall roll our dice. I will roll first.' Roll three dice for the Dragonmaster and compare the total to the total of the dice you roll for yourself. If your dice roll is higher than the total of the Dragonmaster's three dice, turn to **357**. If the number is the same or less than the total of the Dragonmaster's three dice, turn to **55**.

**227**

When the Hobgoblin sees you draw your sword, he runs off quickly down the tunnel you came from, laughing hysterically. You give chase and see him unlock and open one of the iron doors and slam it shut behind him. When you reach the door, you find it is firmly locked. Lose 1 LUCK point. You have no choice but to walk back through the cavern to the archways. Turn to **393**.

**228**

You pick up the Orb and discover that it's not made of solid gold. It's hollow and not as heavy as it looks. You shake it and hear something metallic rattle inside. You hold it up and admire the detail of the two dragons curved round it. Smoke suddenly shoots out from the nostrils of the dragons and swirls round your head. You step away from the throne, but the smoke continues to



*The room is filled with burning candles*

circle about your head, making it difficult to breathe. You drop the Orb and hear it smash on the floor. You run round the chamber, coughing uncontrollably, but are unable to rid yourself of the circle of smoke. You begin to choke as you inhale more smoke and drop to your knees. You slump forward, and, as you lose consciousness, you see that the Orb is nothing more than a gold-painted ceramic ball. There is a small bronze figure of Lord Carnuss lying among the pieces of broken pottery, pointing at you. It is the last thing you see before you lose consciousness forever. Your adventure is over.

**229**

The door opens into a warmly lit room that is filled with burning candles on the floor, and on furniture, in bottles, candlesticks, saucers, plates, curios and skulls, all dripping melting wax everywhere. You pick up a bone die off the floor, but nothing else catches your eye except for a helmet on a small shelf on the left side of the back wall and an ornate round shield made of polished steel hanging on the right side of the wall. If you want to look at the helmet, turn to **139**. If you want to look at the shield, turn to **325**. If you want to close the door and keep walking, turn to **86**.

**230**

The passageway continues straight on, and you soon arrive at a narrow staircase where you go down a long flight of stone steps to another passageway. Continuing north, the passageway opens out into a cavern that has a water well in the centre of it. Beyond the well, you see another passageway in the far wall. There is a small bell hanging on the wall of the well next to a sign that says:

*Drop a Gold Piece and ring the bell*
*For words of wisdom from the well*

If you want to ring the bell and have a Gold Piece to drop into the well, turn to **269**. If you would rather walk over to the new passageway, turn to **376**.

**231**

The Bronze Warrior strides slowly towards you with its sword raised ready to strike.

*BRONZE WARRIOR* SKILL *9* STAMINA *10*

If you win an Attack Round, your sword will only reduce the Warrior's STAMINA by 1 point. If you possess a Craggen Knife, it will reduce the Warrior's STAMINA by 2 points when you win an Attack Round. If you win, turn to **4**. You may Escape, but you must lose 2 STAMINA points as the Warrior will wound you as you flee. Turn to **331**.

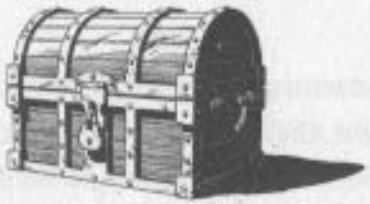
**232**

The tunnel soon turns sharply right, and, as you walk along in the dim light, the ceiling becomes lower and lower until you reach a point where you have to keep your head down to avoid hitting it. You become aware of a putrid smell like rotten eggs and begin to feel light-headed and dizzy. You find it difficult to walk in a straight line and start bumping into the walls. Suddenly you pass out, landing on your face on the tunnel floor. You have inhaled toxic gas. Lose 3 STAMINA points. If you are still alive, you wake up to find that you still have all your possessions apart from one of your Provisions, which was eaten by a Rat. You stagger on and at last reach a T-junction. The cross tunnel is much bigger than the one you are in. Looking right, you see that the tunnel heads south for some distance. Looking left, the tunnel goes on for twenty metres to where there is a stairway going down. You hear sharp footsteps and see an armoured SKELETON appear on the steps. When it nears the top, you see that it is dragging a huge glowing sword behind it and is struggling with the weight of it. The sword looks special, and you decide to fight the Skeleton to get it. You rush forward to attack the Skeleton, which looks barely able to lift the sword over its head.

*SKELETON* SKILL *5* STAMINA *6*

If you win, turn to **78**.





## 233

You run to the Dwarf's aid and see there is a dagger sticking out of his back and blood seeping from his leather armour. He sees you and coughs. 'What took you so long to get here,' he says slowly, spitting blood, his face contorted with pain. 'I'm done for, my friend. I'm not sure who did it. It might have been the ice-cold Assassin or that slime rat, Uzman Koh. I never trusted either of them... Curses to them... It's too late for me, but there are some things in my pockets that you'll want... Take them... And under my helmet... there's a...' His eyes suddenly widen as he draws in his last breath and slowly exhales. His head slumps forward and you realize there is nothing you can do for poor Thump. You find 2 Gold Pieces in one pocket and two charms in the other pocket, one a four-leaf clover and the other a small horseshoe. If you want to take off his helmet, turn to **322**. If you want to leave him where he is and carry on walking down the corridor, turn to **6**.



## 234

You stand opposite the Barbarian, who stares at you coldly. The gates open and an ox-drawn cart piled high with large iron balls rolls slowly into the arena. The officer instructs everybody to take an iron ball from the cart and hold it above their head opposite their partner. The ball is heavy, and you have difficulty lifting it above your head. The Barbarian lifts his ball without much effort. The crowd cheers as iron balls thud into the ground all around the arena with the eliminated contestants led away by the guards. The muscles in your arms start to burn and tremble under the weight of the ball, and you wonder how much longer you can last. Lose 2 STAMINA points. You glance at the Barbarian, whose grimacing face is now dripping with sweat. Turn to **149**.

## 235

Remembering the Hobgoblin's advice, you tell the Juggler that you will sit down for a rest, but need a drink of water first. You reach into your backpack and pretend to pull out your water bottle, but instead grab the handbell. You ring it furiously, which makes him cry out and cover his ears. He barges past you and runs screaming down the tunnel. You watch him disappear and decide what to do. If you want to sit down on the bench, turn to **293**. If you want to head west, turn to **123**. If you want to head east, turn to **334**.

**236**

You soon arrive at another T-junction where the cross tunnel has been built with large stone walls and a stone floor that is covered with a thin layer of sand. Looking left, you see the tunnel goes straight on before disappearing into the gloom. Looking right, you see the tunnel goes straight on for about twenty metres before turning left. The footprints you saw earlier head east at this point. If you want to turn right and head east, turn to **77**. If you want to turn left and head west, turn to **333**.

**237**

Heading north, you soon arrive at the entrance to a narrow tunnel in the right-hand wall, which you notice has a rough stone floor sloping downwards. If you want to walk east down the new tunnel, turn to **224**. If you want to carry on walking north, turn to **87**.

**238**

Holding your sword at the ready, you walk slowly up the narrow spiral staircase that leads to the beginning of a narrow corridor heading south. There are burning torches set along the stone walls at regular intervals, and ahead you can see a wooden door in the right-hand wall. If you want to open the door, turn to **79**. If you would rather walk on past the door, turn to **331**.

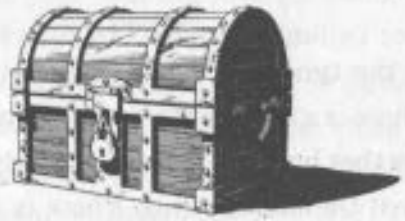


**239**

If you have placed four keys on the table, turn to **381**. If you have placed less than four keys on the table, turn to **175**.

**240**

The Monk frowns and says, 'I've just come from up there. There's nothing to see apart from rubble. It's a dead end.' If you want to change your mind and join the Monk, turn to **178**. If you still want to head east, turn to **356**.



**241**

You just manage to grab hold of the rope handrail, but can't stop yourself from falling through the gap in the bridge and are left dangling by one arm over the abyss. Roll one die. If you roll a 1, turn to **120**. If you roll 2–6, turn to **14**.



## 242

The passageway is well lit and has smooth walls and a mosaic floor with the small pieces of tile laid down in a pattern of flying dragons. You walk along it slowly, ever mindful of hidden traps. The passageway ends at a bronze door that opens into a small, tomb-like room with a pyramid-shaped ceiling. There is another bronze door in the wall opposite on which there is a large knocker cast in the shape of a dragon. In the centre of the room is a square stone plinth with a dragon's head carved on each face. The plinth is the base for a stone hand that is holding a Golden Orb in its palm. You can hardly believe your eyes and walk round the plinth, inspecting it carefully for traps. You don't find any and decide to lift the Orb out of the stone hand. Turn to **387**.

## 243

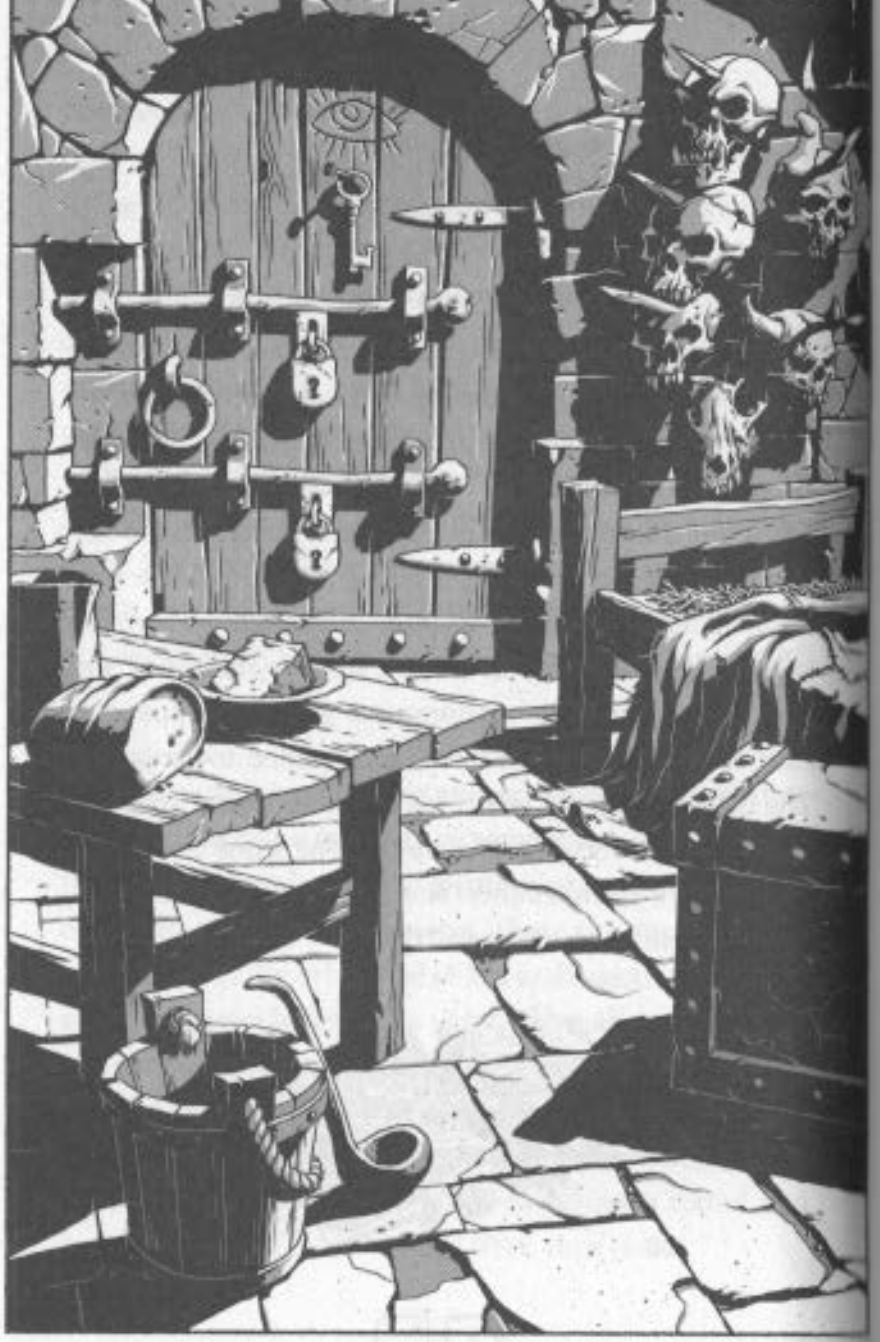
You follow the tunnel east and arrive at a low, narrow archway. There is a tall, narrow wooden box on one side of the archway that has an old sword sticking out of the top of it with just the hilt showing. There is a sign attached to the wall on the other side of the archway that says, 'No swords allowed beyond this point. Place all swords in the box provided. Failure to do so will result in death.' If you want to put your sword in the wooden box, turn to **44**. If you want to walk through the archway, holding your sword, turn to **125**. If you would rather turn round and go back to the junction to head west, turn to **80**.



## 244

The Barbarian's feet slide out from under him, but he manages to regain his footing without letting go of the rope. You are pulled forward slightly with the Man-Orc cursing loudly behind you. Without warning, the Priestess lets go of the rope with one hand and points to the sky. A green flash sparks from her ring finger, and the rope immediately feels easier to pull, as though an invisible hand is helping you pull it. You start to inch your way backwards, and your wailing and grunting opponents cannot stop themselves from being pulled towards you. The officer suddenly raises his sword to signal you have dragged them forward by a metre. The stone floor gives way beneath them, and you watch them fall into the void, screaming in terror. Turn to **213**.





*There are skulls hanging on long spikes nailed to the wall*

**245**

A search of the Troll Guard's pockets produces nothing more than a dried pig's ear and a snot-filled rag it was using as a handkerchief. You look inside the Troll's rancid-smelling room and see creature skulls hanging on long spikes nailed to the back wall. There is a battered iron chest on the floor, a crude wooden bed in one corner, a bucket and ladle, and a plate of bread and mouldy cheese next to a jug of water on a table. At the back of the room, you see a heavy wooden door that is bolted shut with iron bars across it, secured with large padlocks. There is an eye carved on the door and an iron key hanging on a nail below it. Will you:

| | |
|---|---|
| Open the iron chest? | Turn to **385** |
| Try to open the door at the back of the room? | Turn to **67** |
| Eat the bread and cheese? | Turn to **168** |
| Close the door and walk on? | Turn to **230** |
| Close the door, run back down the staircase and turn right at the junction? | Turn to **265** |

**246**

You start hacking at the door frantically with your hand axe with the ceiling now no more than two metres above the floor. *Test Your Luck*. If you are Lucky, turn to **363**. If you are Unlucky, turn to **49**.

**247**

You wish the Gnome good luck and head north. The passageway goes on as far as you can see, and you walk on for some distance until your foot comes into contact with what sounds like a metal plate. A chill runs down your spine, and you look up to see a large section of the ceiling dropping down. There is no time to jump out of the way, and you are crushed beneath the stone slab. Your adventure is over.

**248**

The pages in the book are yellow and brittle, and some fall apart when you touch them. The book is full of descriptions and illustrations of undead creatures and tortured souls. On the centre pages, there is a pen-and-ink illustration of a longhaired man in tattered clothing who is chained to a dungeon wall with his head bowed. There are some words below the illustration, in a language you do not understand, which read 'Nush-Na-Ma-Gar'. If you want to say the words out loud, turn to **307**. If you want to close the book and leave the library to continue up the corridor, turn to **179**.

**249**

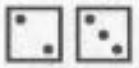
You walk on until you reach a T-junction where the passageway joins a much larger tunnel that is lit by burning torches. Looking left, the tunnel heads west as far as you can see. Looking right, you see somebody in the distance walking slowly towards you. If you want to head west, turn to **80**. If you want to see who is coming down the tunnel, turn to **15**.

**250**

As you are pulled towards the Bloodbeast, you draw your knife with your free hand and hack at the bulbous tongue. It slides off your arm and draws back inside its gaping maw. You seize your chance and slam the door shut in its face. There is a noxious smell of gas coming from the Bloodbeast's lair, and you lock the door for good measure and head north. Turn to **101**.

**251**

The door isn't locked and opens into a dimly lit tunnel running left and right, which has rough stone walls, hewn out of the rock by Carnuss's slaves. The air is cool and dank, and there is an eerie silence save for the occasional clang of a bell coming from a long way off. You peer into the gloom and decide which way to go. If you want to head west, turn to **7**. If you want to head east in the direction of the sound of the bell, turn to **328**.



**252**

Seeing nobody beyond the archway, you step through it to retrieve your sword. The old sword is still in the box, but your own sword has gone. Lose 1 LUCK point. You have no choice but to take the old sword, which has a blunt blade and a loose hilt. If you use this sword in combat, deduct 1 point from your Attack Strength. You walk off, muttering to yourself, passing the Warrior-Knight's body, before reaching the junction where you continue on, heading west. Turn to **80**.

**253**

The gauntlets glide past you and begin scratching manically at the door with their steel-tipped fingers. The door suddenly opens on its own, and the gauntlets immediately turn and go back down the tunnel. You seize your chance and slip through the open door. Turn to **173**.

**254**

The Woodcutter looks disappointed and says, 'I thought you would know the answer. Anyway, I must bid you farewell as I still have a lot of logs to chop. I wish you well on your quest.' He gestures towards the door for you to leave and raises his axe to chop another log. If you want to attack the Woodcutter, turn to **37**. If you would rather leave the room and carry on walking up the corridor, turn to **386**.

**255**

There is nothing in the room that is of use to you other than the shield. If you don't already have a shield, you sling it over your shoulder and leave the room to head north along the passageway. Turn to **154**.

**256**

You swing on the rope towards the tunnel, but spin round and hit your head hard on the wall. If you are not wearing a helmet, lose 2 STAMINA points. The Troglodyte fires its slingshot again and does not miss at this range. Lose 2 STAMINA points. Injured and exhausted, you somehow drag yourself up the rope to escape. You climb out of the well and, with nothing else to see in the cavern, you hurry over to the new passageway in case the Troglodyte returns with reinforcements. Turn to **376**.

**257**

You watch Thump run across the white line to join his team. The contestants on your side look strong and confident too, with a Berserker, two Pirates and a giant of a Warrior among them. With the teams established, a party of gangly slaves enters the arena, carrying shovels. They begin digging out the sand on both sides of the white line to reveal two long sections of solid stone floor. When they are finished, more slaves enter the arena, carrying a long length of thick rope. They lay it lengthways across

both sections of stone floor with half of it on one side of the chalk line and half of it on the other side. 'A Line in the Sand is a Tug-of-War contest. It will be the final contest in the arena,' the officer announces triumphantly to rapturous applause from the crowd. 'Take your positions on the rope.' The Berserker takes up the lead position, and the huge Warrior walks to the back of the line to be the anchor. You take a middle position with the Pirates. Gripping the rope tightly, everybody leans back to take up the strain. The officer raises his sword and shouts, 'When I say heave, pull on the rope as hard as you can! The first team to drag the other team forward by a metre will be judged the winner. Get ready! One, two, three – heave!' Sweating profusely in the heat, you lean as far back as you can, pulling on the rope with all your might. The minutes pass with neither team able to pull the other forward. Suddenly you see the Priestess on Thump's team let go of the rope and point to the sky. A green flash sparks from her ring finger. The rope immediately feels harder to pull, as though an invisible hand is helping the other side. You are dragged forward, and there is nothing you can do to stop it. The officer raises his sword to signal you have been dragged forward by a metre. The stone floor beneath gives way, and you and your team falls into the void, screaming in terror. Your adventure is over.

**258**

You toss the coin up and watch it spin in the air. *Test Your Luck*. If you are Lucky, turn to **46**. If you are Unlucky, turn to **287**.

**259**

You are knocked down and run over by the Spikle, but the breastplate takes the brunt of the impact. The Imp loses control and crashes his Spikle into the stone wall. Lose 2 STAMINA points and gain 1 LUCK point. You get to your feet, bruised and breathing hard. You see the Imp stand up and grab his spiked club. If you want to talk to the Imp, turn to **10**. If you want to fight him, turn to **164**.

**260**

There is a coil of rope hanging on a nail on the back of the door. You throw one end of the rope down to the Assassin who catches it with her outstretched hands. You pull her out of the pit and watch her wipe the Spider blood off the tip of her spear. She stands there silently for a few moments before saying coldly, 'I am an Assassin, and we are competitors. But I owe you now, and if we meet again I will give you my help should you need it. But only once. What you find in this room is yours in payment for saving my life.' With that, she turns and leaves the room, slamming the door behind her. You coil up the rope and sling it over your shoulder before looking at the chalice.



*A gargantuan beast appears from out of the gloom*

Inside, you find a small solid silver ball that is etched with a dragon motif and a small tin labelled Worm Paste. You put the items in your backpack and leave the room to carry on up the tunnel. Turn to **124**.

**261**

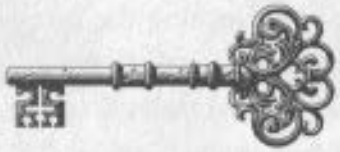
The footsteps become quicker and louder, and suddenly a gargantuan beast appears from out of the gloom and stops in front of you, blocking the tunnel. It has a large reptilian head with small eyes fixed on you, and a huge jaw lined with long, spiked teeth. It is standing upright on its powerful back legs, ready to strike. Its long tail swishes slowly from side to side, banging against the walls of the narrow tunnel, which causes dust to fall from the ceiling. It is a RAPTOREX. The creature lets out a deafening roar, and it looks intent on devouring you. There is no escaping the giant predator, and you have no choice but to fight it. If you are fighting with a Doom Sword, add 2 points to your Attack Strength during each Attack Round for this battle only.

| | | |
|---|---|---|
| *RAPTOREX* | *SKILL 11* | *STAMINA 10* |

If you win, turn to **52**.

**262**

You climb out of the pit and brush all the Cockroaches off your body without realizing that hundreds have crawled inside your backpack. Lose two Provisions if you have any remaining. You clear the stinking insects out of your backpack and follow the tunnel west for another thirty minutes before it turns right and heads north. Turn to **112**.



**263**

When you take the book off the shelf, it begins to give off a shimmering green glow. If you still want to open the book, turn to **216**. If you want to put the book back on the shelf and you have not done so already, you can either open the book entitled *Dead and Undead* (turn to **248**) or open the book entitled *Dungeon of Despair* (turn to **152**). If you want to leave the library and continue up the corridor, turn to **179**.

**264**

You watch the heavy door slam shut. If you want to walk over to the door to find out if it is locked, turn to **337**. If you want to walk over to the throne to pick up the Orb, turn to **228**.



**265**

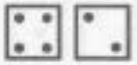
You soon reach the doorway in the left-hand wall of the tunnel. The door isn't locked, and it opens into a circular room that has red walls lined with burning torches. There are three small, round tables in the room, each with a wooden box on top. The tables all have brass feet that resemble dragon claws. There is a circular iron plate on the floor in the middle of the room with the words 'Stand Here' written on it in white letters. If you want to stand on the iron plate, turn to **347**. If you would rather close the door and continue walking up the tunnel, turn to **198**.

**266**

Roll two dice. If the total is equal to or less than your SKILL score, turn to **26**. If the number is greater than your SKILL score, turn to **131**.

**267**

Much to your relief, you see the Thief's legs buckle underneath him. He drops his iron ball and curses loudly as it thumps into the ground. Not a moment too soon, you drop your ball and shout out in triumph as the Thief is led away. You are exhausted, and the muscles in your arms are burning. Lose 1 STAMINA point. You are relieved to have won the contest and look around to see how Thump has fared. Turn to **310**.

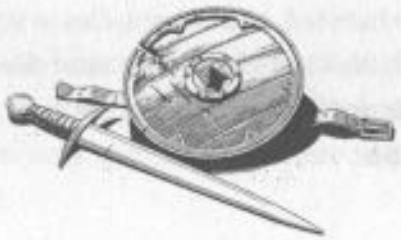


**268**

You drink the contents of the bottle, but don't feel any effects from it. If you have not done so already, you can put the bone ring on your finger (turn to **330**). If you do not want to wear the ring, you can continue east (turn to **243**) or turn round and go back to the junction to head west (turn to **80**).

**269**

The bell makes a sharp tinkling sound that echoes round the cavern. You toss the Gold Piece in the well and suddenly hear a sniggering voice say, 'My wise words are: don't believe anything you read in this dungeon!' You look down the well and see a small Goblin-like creature in a loincloth looking up at you from the mouth of a tunnel halfway down the wall. He has a big nose and very long ears. He's a TROGLODYTE. He waves your Gold Piece at you and disappears, laughing loudly. There is a rope on a winch hanging down the well with a bucket tied to it. If you want to slide down the rope to the tunnel entrance, turn to **153**. If you would rather walk over to the new passageway, turn to **376**.







**270**

You insert the key in the lock and hear it turn. The Dragonmaster nods his head in acknowledgement. 'Congratulations. Just one more lock to open. The problem is, I can't let you open the door and walk out of here just like that,' he says coldly, snatching the remaining key off the table. 'Should you escape from this dungeon with the Golden Orb, you will become hideously rich, whereas I must survive on whatever pittance Lord Carnuss deigns to give me. So, I'm looking to you for a small gratuity for allowing you to progress. You have two choices. One, you give me all your Gold Pieces, and I will give you your key back. Or two, you die a hero.' If you want to give the Dragonmaster all your treasure and gold, turn to **294**. If you want to attack the Dragonmaster, turn to **38**.

**271**

You walk back down the tunnel past the junction on your left, and it doesn't take long for you to catch up with the Monk, who tells you he is pleased that you changed your mind and joined forces with him. Turn to **178**.

**272**

The door opens into a large room that appears to be an old library. There are floor-to-ceiling wooden bookcases lining the walls and bookshelves set in rows on the floor, all crammed with dusty leather-bound books. There is a musty smell in the cool air. Cobwebs hang from the shelves, and the floor is littered with paper and debris. If you want to look at some of the books, turn to **31**. If you would rather close the door and carry on up the corridor, turn to **179**.

**273**

The Dwarf breathes a sigh of relief and introduces himself as Diggle from Mirewater. He tells you he has been wandering around the dungeon for days. He was dropped into the dungeon against his will by Carnuss's henchmen as a test to see if the dungeon was secure enough. 'I can tell you it is,' he says, grimacing. 'I keep being attacked by vile creatures and there are Troll Guards everywhere. Miraculously, I am still alive, but not for much longer, I fear. I'm tired, I'm hungry and I want to go home. Do you have any food you could give to me? I've got nothing to pay you with, but I have something that might be useful to you.' If you want to give Diggle one of your Provisions, turn to **64**. If you do not want to give him any food, or don't have any to give, turn to **339**.





**274**

Tripping over the wire triggers small, needle-sharp iron spikes to shoot up from holes in the stone floor. You stumble forward in the darkness, but somehow avoid stepping on a spike. You walk on slowly, watching out carefully for more traps. Turn to **62**.



**275**

You clutch at thin air and can't stop yourself from falling through the gap in the bridge. You fall headlong into the ravine and land on a bed of rocks thirty metres below. Your adventure is over.



*The horned creature has spikes running down its back and tail*

**276**

When you place the Dragon Balls on the table, the Dragonmaster says in a sombre voice, 'Finding three Dragon Balls is a good effort, but you still have a very difficult task ahead of you. Follow me.' He walks over to the first iron door in the right-hand wall and unlocks it. He opens the door and beckons you to walk through, saying, 'If you survive, knock on the door. I'll be waiting for you.' You draw your sword and walk into a dank, dark cave. You hear the door slam shut behind you and see a tall green-skinned creature with a reptilian head walking towards you. It has a ridge of spikes along its back and its long tail, and two horns on its head. It is wearing body armour and is carrying a long spear. It is a LIZARD MAN, and you must fight it.

| *LIZARD MAN* | *SKILL 8* | *STAMINA 9* |
|---|---|---|

If you win, turn to **32**.



**277**

The key turns in the lock, but, as you reach for the handle, the door bursts open! Two creatures with long, whiskered snouts poking out of their hooded robes run out, squeaking loudly in high-pitched voices. They are RATMEN armed



with short swords, and you ready yourself to fight them one at a time.

| | | |
|---|---|---|
| *First RATMAN* | *SKILL 5* | *STAMINA 5* |
| *Second RATMAN* | *SKILL 5* | *STAMINA 4* |

If you win, turn to **5**.

**278**

Thump counts the raised hands and says, 'That's five in favour of the Priestess and seven in favour of the Man-Orc. The Man-Orc will be our anchor.' Everybody takes up their position on the rope with the Barbarian at the front, with you and Thump in second and third position and the Man-Orc at the back. You watch the opposing team take their positions on the rope with a Berserker at the front and a giant of a Warrior at the back as their anchor. Gripping the rope tightly, you lean back to take up the strain, sweating profusely in the heat. The officer raises his sword and shouts, 'When I say heave, pull on the rope as hard as you can! The first team to drag the other team forward by a metre will be judged the winner. Get ready! One, two, three – heave!' Sweating profusely in the heat, but encouraged by the grimacing faces of your opponents, you lean as far back as you can, pulling on the rope with all your might. *Test Your Luck*. If you are Lucky, turn to **244**. If you are Unlucky, turn to **35**.



**279**

You soon arrive at a heavy oak door set in a reinforced doorway in the right-hand wall. There is a key in the door and a brass plate attached to the front panel with a message etched on it that reads 'Do not open'. If you want to open the door, turn to **162**. If you want to carry on walking along the tunnel, turn to **101**.

**280**

One of the Vampire Bats was carrying PARASITES. *Test Your Luck*. If you are Lucky, turn to **73**. If you are Unlucky, turn to **314**.

**281**

The Goblin's aim is true, and his dagger strikes your shoulder. Lose 2 STAMINA points. You pull the dagger out and, before he has time to throw another dagger at you, you run forward and launch a double-footed dropkick at the Goblin that sends him and his fellow Guard tumbling down the stairwell, screaming loudly. You run down after them and find them lying in a heap, unconscious on the cavern floor. You rummage through their belongings and find two throwing daggers, a brass button, a small bottle of Mullweed Oil, a rabbit's-foot charm and a piece of stale bread. You eat the bread (gain 1 STAMINA point) and take what items you need before walking through the archway into the tunnel to head east. Turn to **207**.



**282**

You tell the Assassin that you want to continue the quest on your own. 'So be it,' she says coldly. 'We are now enemies, but let's not spill our blood fighting each other here.' You agree to split up at the next junction and walk on together until you come to a new passageway in the right-hand wall. 'I choose which way to go since I just saved you,' she says forcefully. 'I'm going to head north. Good luck.' You watch her disappear up the new tunnel before continuing westwards. Turn to **366**.



**283**

You conquer you fear and step forward to fight the vile creature as it tries to rip you apart with its four clawed hands in a frenzied attack. If you are fighting with a Vorpal Sword, add 2 points to your Attack Strength during each Attack Round for this battle only.

| | | |
|---|---|---|
| *HOWLING DEMON* | *SKILL 12* | *STAMINA 10* |

Deduct 3 STAMINA points instead of 2 points each time the Demon wins an Attack Round. If you win, turn to **367**.



**284**

He looks at you intently with piercing eyes and says, 'If you want to stay alive, don't choose five.' Before you have time to ask him to explain, he disappears into the crowd. You tell Thump what the man said, but he dismisses it as nonsense, saying, 'What's he talking about? Number five? Number five what? Forget it.' Thump turns and walks on, waving at everybody and soaking up the adulation from his growing number of fans. You hear a shrill whistle and turn to see a tall man in a hooded cloak looking at you. He pulls a long knife out from under his cloak and waves it in the air. If you want to speak to the man, turn to **91**. If you want to ignore him and catch up with Thump, turn to **12**.

**285**

The Dwarf puts his swords down and backs away. 'Stop! Stop! You win!' he yells. 'Maybe I was a bit hasty in attacking you, but you can't blame me. You said you were my foe!' You suddenly feel sorry for the Dwarf and tell him to be on his away. He trudges off, nursing his wounds and mumbling to himself. You continue walking along the tunnel, and it's not long before you come to a dead end where a rockfall has blocked the passageway. There is nothing there except for the smouldering remains of a campfire, and all you can do is turn round and exit the tunnel. You are soon back at the copper mouth and turn right to head north up the passageway. Turn to **138**.

**286**

You just manage to jump to the side and avoid being run down by the Imp who doesn't stop and carries on riding his Spikle down the corridor. 'I'll get you next time, wormbrain!' he shouts and starts laughing hysterically. The laughter soon dies away, and you set off again, now heading north. Turn to **104**.

**287**

You watch the coin land on the floor. It's a tail. When you reach down to pick it up, you hear a mystery voice behind you utter the chilling words, 'What gold was yours is now mine.' You search your pockets and backpack and discover that all your Gold Pieces have vanished! There is nothing you can do but continue up the passageway, cursing your luck. Turn to **348**.

**288**

While holding the door handle, a small Spider hidden in a crevice above the door suddenly drops down on its silk thread and sinks its fangs into the back of your hand. Its bite is poisonous! Lose 2 STAMINA points. You brush the Spider off your hand and stamp on it. Unable to open the iron door, you have no choice but to turn round and walk back in the direction of the sound of the bell. Turn to **328**.



**289**

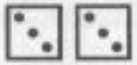
You try to jump out of the way of the long tongue as it lashes out, but it wraps itself round one of your arms, squeezing it tightly. Lose 1 STAMINA point. If you possess a Craggen Knife, turn to **250**. If you do not own this knife, turn to **157**.

**290**

The burning pain becomes intolerable, and you pass out due to lack of oxygen. You are being slowly digested by the Glugg and never regain consciousness. Your adventure is over.

**291**

After all the contestants have selected their partners, the officer announces with gusto, 'Bull's Eye is an archery contest! I hope you have chosen wisely because the targets for this contest are the contestants!' He sniggers, hardly able to contain himself. The spectators gasp in shock. You look at Thump and shake your head. He stares back at you with a deep frown on his face. 'Form yourselves into two lines of fifty-five contestants, making sure you stand opposite your partner, thirty paces apart. You will be given a bow, and you must fire the arrow at your partner when you hear the trumpet sound. Anybody who is hit by an arrow will be eliminated, some fatally so.' You have no choice but to take your place in the line to face Thump.





*The haggard-looking old woman is carrying a skull on a tray*

Guards enter the arena to hand out the bows and arrows to the contestants. You see Thump's arrow aimed at you, and, in two minds as to what to do, you take aim and await the sound of the trumpet. The crowd roars as the trumpet blasts out a high-pitched note. If you want to fire your arrow at Thump, turn to **335**. If you want to aim over his head, turn to **202**.

**292**

A ghostly apparition suddenly appears at the top of the stairs. Standing motionless in the gloom is a haggard-looking old woman with a disturbing expression on her face. She has long, straggly white hair and is wearing long, baggy robes tied at the waist. She appears to be carrying a skull on a tray. When you take a step up, she takes a step down. When you stop, she stops. If you want to carry on climbing up the staircase, turn to **34**. If you want to go back down and turn right at the junction, turn to **265**.

**293**

You sit down on the bench and fall asleep immediately. You wake up ten minutes later feeling alert and energized. Add 2 STAMINA points. You stand up and decide which way to go. If you want to head west, turn 123. If you want to head east, turn 334.

**294**

The Dragonmaster examines the items on the table and hands the key to you, saying, 'I was hoping for more, but this will have to do.' Deduct the items you give to the Dragonmaster from your *Adventure Sheet*. 'You may now leave my chamber. Did I tell you that there are three Demons on the other side of the door? No, I don't think I did. Sorry, it must have slipped my mind. Anyway, good luck with them!' If you want to open the fourth lock, turn to the paragraph with the same number as the key. If you do not know the number on the key, turn to **336**. If you want to attack the Dragonmaster to retrieve your treasure items, turn to **38**.

**295**

When the man finishes chopping the log in half, he puts down his axe and looks at you with a bored expression on his face. 'Not another one,' he sighs. 'I suppose you're looking for the Orb too. Well, it's not here, and I have no idea where it is so don't bother asking. The only information I can give you is about the dungeon itself. But that comes at a cost.' He wipes his forehead and leans on his axe. 'I've been chopping wood all day, and I'm tired and hungry. Are you willing to pay for my information with food?' If you want to give the Woodcutter one of your Provisions, turn to **114**. If you would rather leave the room and carry on walking up the corridor, turn to **386**.



**296**

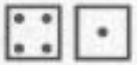
Flames bellow from the Lava Demon's mouth as it throws a huge chunk of molten lava at you, forcing you to dive out of the way. Roll two dice. If the total is equal to or less than your SKILL score, turn to **384**. If the number is greater than your SKILL score, turn to **74**.

**297**

The Ghost-Witch looks suddenly annoyed. 'You'd better go back and look for him then!' she hisses. If you want to ignore the Ghost-Witch's command and walk past her, turn to **391**. If you want to go back down the stairs and turn right at the junction, turn to **265**.

**298**

She curses loudly and asks you to pull the arrow out of her shoulder. She grits her teeth as you tug on the arrow, but does not utter a sound. You bandage her wound and ask her what she saw. 'There's a lavish chamber on the other side of the doors with big columns and a marble floor with a compass-rose inlay. I didn't see anybody in there, but that arrow wasn't fired by a ghost. We need to charge into the room, split up and attack whoever it is from both sides. Open the door – we're going in.' Turn to **394**.



### 299

The Thief looks pleased with his final choice of slab and stands with his arms crossed, smiling and nodding to the cheering crowd. The cheers suddenly turn to gasps when Lord Carnuss pulls down on the iron lever and the slabs fall away. You drop through a hole and find yourself sliding down a steep stone chute, landing awkwardly on the floor of a pit. You have sprained your ankle badly and can hardly put any weight on it. Lose 1 SKILL point. The pale light from amber crystals fixed to the wall is enough for you to see a small metal box on a ledge on one side of the pit and an iron door on the opposite side. If you want to open the box, turn to **122**. If you want to open the door, turn to **251**.

### 300

You notice that the Cyclops has a manacle on its ankle with a long chain attached to it and the other end attached to an iron ring fixed to the floor of its chamber. You slip into its cramped chamber, which reeks of stale sweat. There is a straw mattress in one corner and a wooden bucket in the other. You hear its chain rattle on the floor and look round to see the giant Cyclops standing in the doorway, chewing on a very large bone. It belches loudly and says, 'My house,' before stepping forward to club you with the huge thigh bone.

*CYCLOPS* *SKILL 10* *STAMINA 10*

If you win, turn to **151**.



### 301

You hear the coin drop on to a metal plate on the other side of the door. You try the handle again, but it doesn't turn. The door remains firmly locked. You wait for a while and hear footsteps approaching and what sounds like somebody picking up the coin from the plate. You bang on the door, but all that happens is that you hear footsteps again, with whoever it is on the other side of the door walking slowly away. Lose 1 LUCK point. Despite your best efforts, you fail to open the door, and have no choice but to turn round and head north. Turn to **279**.

### 302

The water is pure and refreshing. Add 2 STAMINA points. While drinking, you notice there is a bronze key at the bottom of the bowl. You take the key, slip it into your pocket and walk on. Turn to **365**.

### 303

You try to jump out of the way, but the Imp changes direction and ploughs straight into you at high speed. If you are wearing a breastplate, turn to **259**. If you are not wearing a breastplate, turn to **197**.

**304**

You plunge your sword into the liquid and immediately hear bubbling as toxic vapour rises from the urn. You pull your sword out quickly and curse when you see that the blade has been partly dissolved by the corrosive acid in the urn! Deduct 1 point from your Attack Strength if you use this sword in combat, and lose 1 LUCK point. Mad at yourself for damaging your sword, you stride off down the tunnel. Further along, you stop to look at a large hole in the ceiling when you suddenly hear loud stomping footsteps coming down the tunnel. You draw your sword and stand ready to face the oncoming creature. Turn to **261**.

**305**

You reach into the hole and catch hold of something cold and metallic. It's a copper key that you slip into your pocket. You try the door handle and are relieved to discover that it turns in your hand. The door opens and you walk down a long, dimly lit tunnel roughly carved out of the rock. The air is cool and dank, and it is eerily quiet. The tunnel ends at an iron door that you unlock with the key. You enter another dimly lit tunnel, passing several more iron doors that don't unlock with the key. You hear the occasional clang of a bell coming down the tunnel from a long way off and have no option but to head in that direction. Turn to **328**.



**306**

As soon as you touch the scroll, it bursts into flame, and is soon nothing more than black ash held in the clenched fist. You check the walls for hidden doors and secret passages, but find nothing. You decide that your only choice is to walk back to the previous junction and head west. As you turn the corner, you don't notice a small panel in the ceiling drop down. Nor do you see the blowpipe sticking out of it that is aimed at you. *Test Your Luck*. If you are Lucky, turn to **136**. If you are Unlucky, turn to **315**.

**307**

As soon as you have uttered the words, the illustration starts to move on the page! The man's head lifts, and you see he has a broken jaw and his mouth is hanging open. His sickly-white eyes are bulging and red-rimmed, and his skull has a deep wound in it like it has been struck with an axe. He starts to wrestle with the chains that hold him. If you want to keep the book open, turn to **96**. If you want to close the book and leave the library immediately to continue up the corridor, turn to **179**.

**308**

You grab the rope and tug on it a few times to see if it will bear your weight. It feels safe enough and, holding the rope with both hands, you take a few steps backwards and run forward to swing over the pit. You land safely on the other



*The tall hooded figure is wearing a white face mask*

side and walk on, following the tunnel west for another thirty minutes before it turns right and heads north. Turn to **112**.

**309**

The door opens into a large chamber with a high ceiling where you see a tall figure in hooded robes standing in front of a long wooden table with a heavy oak door behind them. There are two iron doors in the left-hand wall and two in the right-hand wall. On seeing you enter, the hooded figure places both hands on the table and you notice a large gemstone ring on the right forefinger of their gloved hand. You are unable to make out their face as it is hidden by a white face mask. 'You are the first to arrive here. Interesting. I thought it would have been the Warrior-Knight. No matter,' the masked figure says in a deep voice. 'I am the Dragonmaster, the senior servant of Lord Carnuss. I'll say this once. Do not attack me. It would be foolish. To progress, you must pass three tests. The first test is a game. If you win, you will take the second test. If you lose, well, let's just say it's better not to lose. I trust you are prepared for the challenges that await you. Do you have any bone dice? If you do, place them on the table.' If you have one or more bone dice, turn to **324**. If you want to reply that you do not have any bone dice, turn to **18**. If you want to attack the Dragonmaster, turn to **38**.

**310**

You see Thump nearby, sitting, arms folded, on his iron ball with a beaming smile on his face. 'That wasn't too hard, was it?' he says as you approach him. Before you can answer, the trumpet sounds again, and the officer instructs the remaining twenty-four contestants to gather at one end of the arena. Gates open at the other end, and a guard walks to the middle, carrying a large silver jug. He begins to pour chalk dust on to the sand, marking out a white line across the arena. The officer raises his sword to silence the murmuring crowd. 'The next contest is a team game called A Line in the Sand!' he bellows. 'You must now make another choice. I want twelve of you to be on one side of the chalk line and twelve of you on the other side. Either stay where you are or step over the line. Do it now.' A Pirate, a Man-Orc and a Barbarian run across the line, cheering loudly. They are immediately followed by a Thief and a Priestess. Thump turns to you and says, 'I like their spirit. I'm going to join them. Are you coming?' If you want to follow Thump across the line, turn to **398**. If you want to stay where you are, turn to **257**.

**311**

Much to your surprise, the door isn't locked. You leave the room and head west along the tunnel. Turn to **198**.



**312**

You continue to walk uphill until you reach a point where it is almost too steep to carry on. Up ahead, you see what looks like a giant dragon skull made of stone blocking the tunnel. It is held firmly in position by thick chains, making it impossible to squeeze past. You have no option but to walk back to the last junction. You walk quickly downhill and turn left into the new passageway. Turn to **237**.

**313**

You breathe in deeply as you slide the bracelet over your hand. Nothing happens at first, but suddenly the bracelet shrinks tightly round your wrist, and you are unable to take it off. The Goblin stole it from an old alchemist by the name of Gudenbad who was famous for making items that were both helpful and harmful at the same time. Your bracelet is one of those items. Lose 1 SKILL point and gain 3 STAMINA points. Finding nothing else of interest, you set off again. Turn to **158**.

**314**

The Vampire Bat that bit you on the neck was riddled with tiny PARASITIC WORMS that burrow into the wound on your neck and infect you with a deadly virus. If you have a tin of Worm Paste, turn to **30**. If you do not have a tin of Worm Paste, turn to **187**.

**315**

An unseen assailant fires a small dart at you, which hits you in the neck. It's a poisoned dart, and the poison acts quickly. Roll one die and deduct the number rolled from your STAMINA points. If you are still alive, you hurry down the tunnel and don't stop until you reach the stone archway. If you left your sword in the wooden box, turn to **252**. If you are still carrying your sword, turn to **71**.

**316**

You stand on the slab and watch the Monk stand on slab 4, and finally the Thief who steps cautiously on to slab 5. Your heart begins to pound in your chest as you see Carnuss reach for an iron lever protruding from the wall of the cave entrance. The crowd goes silent when he takes hold of it with both hands. 'Contestants, you are about to enter my Dungeon of Despair. When I pull down on this lever, you will drop through the floor. I suppose I should warn you that one of you will not survive the fall! If any of you want to change places with another contestant, do so now!' The Thief raises his hand and says, 'I'll swap if anybody else will?' If you want to change places with Fingers, turn to **133**. If you want to stay where you are, turn to **75**.

**317**

You look to your left and see that the Assassin has been struck by another arrow, this time in the stomach. It doesn't stop her, and she runs at the Zanth Archers, ready to attack them with her spear. You charge at the archers who fired their arrows at you, striking the first one down before he has time to fire another arrow at you. You fight the other two one at a time.

| | | |
|---|---|---|
| *First ZANTH ARCHER* | SKILL 7 | STAMINA 5 |
| *Second ZANTH ARCHER* | SKILL 7 | STAMINA 6 |

If you win, turn to **382**.

**318**

The itching becomes more intense as the bites turn red and angry and start to swell. You start to feel hot and realize you have got an infection. You sit down on the floor to rest, but it's not long before you break out into a fever. Lose 1 SKILL point and 4 STAMINA points. You roll over, unconscious, and when you wake up you discover that you have been robbed of all your Provisions and Gold Pieces (make a note on your *Adventure Sheet*). You stand up and look inside the chest and see a finely crafted breastplate made of polished steel. If you want to try on the breastplate, turn to **204**. If would rather walk back down the tunnel to the T-junction, turn to **33**.



**319**

As you go to draw your sword, the Juggler hurls one of his glass balls at the stone floor in front of you with a look of glee on his face. It smashes, releasing a cloud of blue gas that envelops you. Your head starts to spin, and you can't stop yourself from falling over and passing out. Lose 2 STAMINA points. When you wake up, the little man is nowhere to be seen. You stand up and notice that your backpack is open and some of your possessions are gone. Lose 1 LUCK point and remove five items from your *Adventure Sheet*. There is nothing you can do but curse the Juggler and choose which way to go. If you want to head west, turn 123. If you want to head east, turn 334.

**320**

You climb feet first into the chute and slide down, landing heavily on the rock floor of a tunnel below. Lose 1 STAMINA point. Wondering which way to head, you hear loud, stomping footsteps coming from east end of the tunnel. You draw your sword and stand ready to face the oncoming creature. Turn to **261**.

**321**

Tripping over the wire triggers small, needle-sharp iron spikes to shoot up from holes in the stone floor. You stumble forward in the darkness and step on a spike that goes through the sole of your boot and pierces your foot. Lose 2 STAMINA points. Once clear of the spikes, you walk on slowly, keeping an eye out for more traps. Turn to **62**.

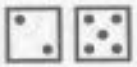
**322**

You lift Thump's helmet off his head and see a gold key nestled in his thick hair with the number 180 stamped on it. You put it in your pocket and head north along the corridor. Turn to **6**.



**323**

Time passes slowly in the blistering heat, which is draining your energy. Lose 1 STAMINA point. All you can think about is having a long drink of cold water. You feel dizzy and dehydrated, but manage to stay on your feet without moving. Turn to **141**.



## 324

The Dragonmaster places three black dice on the table that have skulls on the faces instead of numbers. He calmly rolls his dice several times and says in a cold voice, 'The game we are about to play is the game of life. Your life. I roll my dice. You roll yours. Highest total wins. But, since this is the first test, I'm going to give you the chance to improve your dice roll. To do that, however, you will need to give me some charms. I collect charms, and I know there were four hidden in the dungeon. Did you find any? If you did, I suggest you place them on the table.' If you possess any charms and want to put them on the table, turn to **170**. If you want to tell the Dragonmaster that you do not have any charms, turn to **226**.

## 325

Picking your way through the candles, you walk over to the shield and lift it off the wall. It is sturdy and incredibly well made and looks like it will give you good protection in combat. You are holding a Sentinel Shield that has magic powers. Add 1 LUCK point. Add 1 point to your Attack Strength when using the shield in combat. If you have not done so already, you can take look at the helmet (turn to **139**) or, if you want to leave the room and continue walking up the tunnel, turn to **86**.



## 326

The Dragonmaster takes a key out from under his robes and unlocks the door. 'So near yet so far,' he says spitefully as he pushes the door open. You walk out into bright sunlight and find yourself at the top of a flight of stone steps with a huge crowd of people gathered at the bottom. They cheer loudly when they see you, but their cheers turn to jeers when they find out that you do not have the Golden Orb. You are pelted with rotten eggs and tomatoes and have to be rescued by the guards. You are marched to the harbour and put on a boat to take you back to the mainland. Your adventure is over.

## 327

When you reach the top of the steps, you see that the narrow passageway carries straight on. With the burning torches spaced far apart on the wall, it is difficult to see far ahead, but there is a door in the left-hand wall just a few metres away. You try to open it but find it is locked. There is a note pinned to the door that says 'Knock three times to enter'. If you want to knock on the door, turn to **353**. If you want to keep on walking, turn to **230**. If you want to go back down the staircase and turn right at the junction, turn to **265**.



*A small creature is locked in an iron cage hanging from the ceiling*

**328**

You head east along the tunnel with the sound of the bell getting noticeably louder. It leads into a cavern where you see a small iron cage suspended from the low ceiling by a thick rope. A small humanoid with long, pointed ears and a wild look in his eyes is sitting in the cage with his legs dangling out. He is holding a brass bell, and he looks very annoyed. Beyond the cage, you see there are two archways leading out of the cavern, one a continuation of the tunnel and the other a stairwell with spiral steps going up. When he sees you, the HOBGOBLIN starts banging the bell against the iron bars. 'You, human! Open cage!' he screams at the top of his voice. 'If help, me help.' If you want to help the Hobgoblin, turn to **161**. If you want to ignore him and walk over to the archways, turn to **393**.

**329**

You slide down the shaft and land in the new tunnel, unaware that your backpack is crawling with COCKROACHES. If you have any Provisions remaining, the Cockroaches gnaw their way through two of them before you notice and shake them out. Looking south, you see the tunnel ends almost immediately at a doorway. Looking north, you see a door in the right-hand wall some thirty metres ahead. If you want to open the door in the south wall, turn to **222**. If you want to head north, turn to **279**.

330

You place the ring on your finger, but don't sense it has magic powers. If you have not done so already, you can drink the liquid from the bottle (turn to **268**). If you do not want to drink the liquid, you can continue east (turn to **243**) or turn round and go back to the junction to head west (turn to **80**).

331

The corridor turns sharply left and you head east until you come to another door in the right-hand wall. You listen at the door, but do not hear anything. If you want to open the door, turn to **272**. If you want to carry on walking along the corridor, turn to **179**.



332

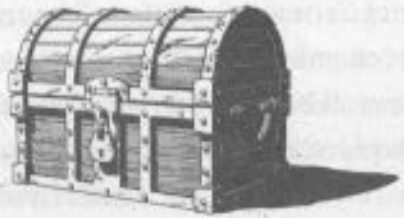
You search through your pockets and find the iron key you are looking for. The Gnome whoops for joy when you free him and gives you a Gold Piece as a reward. 'If you were thinking of going north, don't. There's a lethal trap up ahead.' If you want to carry on heading north, turn to **247**. If you want to take the Gnome's advice and turn round, turn to **375**.

333

You pass by an iron bucket hanging on a nail on the wall in which you find a silver coin with a crown embossed on one side and a dragon on the other side. Add 1 LUCK point. You put the coin in your pocket and walk on. It's not long before you arrive at a junction. Up ahead, you see there is a doorway in the left-hand wall of the tunnel. There is a narrow passageway in the right-hand wall that leads to a flight of stone steps going up. If you want to carry straight on, turn to **265**. If you want to walk down the passageway to the staircase, turn to **2**.

334

You walk quickly along the corridor to where it comes to a dead end some fifty metres down. There is a leather bag hanging by a cord on the end wall. The bag contains 2 Gold Pieces. Add 1 LUCK point. With the passageway at a dead end, you have no choice but to walk back to the junction and head west. Turn to **123**.





335

There is an eerie whooshing sound as a cloud of arrows flies across the arena, followed by the sickening thud of many of them hitting their target. There are loud oohs and aahs coming from the baying crowd as contestants fall to the ground, clutching the arrows lodged in their torsos. Roll two dice. If the total rolled is the same or less than your SKILL score, turn to **223**. If the total rolled is greater than your SKILL score, turn to **155**.

336

The Dragonmaster shakes his head and says solemnly, 'You have failed in your quest, but, thanks to the generosity of the great Lord Carnuss, your life will be spared for having reached this chamber.' The Dragonmaster pushes a lever down on the wall behind him, which opens a trapdoor in the floor above a chute. He gestures for you to slide down it and says, 'Freedom awaits you.' If you want to slide down the chute, turn to **214**. If you want to attack the Dragonmaster, turn to **38**.

337

You reach out and grab the handle. It doesn't turn, but you notice some words etched in the tail of one of the dragon engravings on the back of the door. If you want to read the words, turn to **203**. If you would rather walk over to the throne to pick up the Orb, turn to **228**.

338

The Zombie turns to dust on the floor, leaving behind nothing more than its manacles. If you have not done so already, you can either open the book entitled *Mages and Magic* (turn to **263**) or open the book entitled *Dungeon of Despair* (turn to **152**). If you want to leave the library and continue up the corridor, turn to **179**.

339

The Dwarf glares at you with contempt. 'Thanks a lot,' he says angrily as he barges past you. You decide to let him go on his way and continue walking along the tunnel. It's not long before you come to a dead end where a rockfall has blocked the passageway. There is nothing there except for the smouldering remains of a campfire, and all you can do is turn round and exit the tunnel. You are soon back at the copper mouth and turn right to head north up the passageway. Turn to **138**.

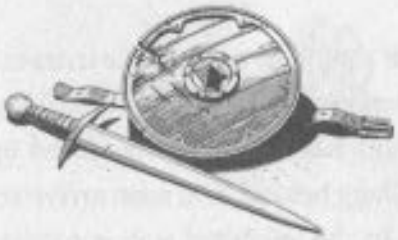
**340**

You pass by several more arrows chalked on the wall until the tunnel comes to a dead end. There is one more arrow on the end wall pointing down to a large wooden chest on the floor. If you want to open the chest, turn to **135**. If would rather walk back down the tunnel to the T-junction, turn to **33**.



**341**

The Dragonmaster brings his arm forward and opens his hand. It is empty. 'You have failed in your quest, but, thanks to the generosity of the great Lord Carnuss, your life will be spared for being the first contestant to get to this point.' The Dragonmaster pushes a lever down on the wall behind him, which opens a trapdoor in the floor above a chute. He tells you to slide down the chute, adding, 'Freedom awaits you.' If you want to slide down the chute, turn to **214**. If you want to attack the Dragonmaster, turn to **38**.



**342**

The Thief looks disappointed that nobody wants to change places with him, but he shrugs his shoulders as though he doesn't care. The crowd gasps when Carnuss pulls down on the iron lever and the slabs fall away. You drop through a hole and find yourself sliding down a stone chute to land heavily at the bottom of a deep pit. Lose 1 STAMINA point. The pale light from amber crystals attached to the pit wall is just enough for you to see that the floor is covered in a writhing mass of SNAKES. There is a ladder attached to the pit wall that goes up to a wooden door higher up. If you want to fight the Snakes, turn to **189**. If you want to climb the ladder to open the door, turn to **110**.

**343**

You open the cupboards and chests, but find nothing except for a piece of paper tucked away at the back of one of the drawers. There is tiny handwriting on the paper that is so small that you are unable to read it. If you possess a magnifying glass, turn to **203**. If you do not possess a magnifying glass, turn to **11**.

### 344

Bronze is a metal that is an unbearable irritant to a Glugg. As soon as it is exposed to the bronze, the Glugg ejects you from its body. Add 1 LUCK point. You stand up and walk on, leaving the Glugg behind, and soon arrive at a junction. The new tunnel in the left-hand wall is narrow and has a very low ceiling. There is a putrid smell like rotten eggs coming from it and you decide to carry straight on. Turn to **115**.

### 345

The sword was forged long ago by a master swordsmith using the finest steel. You cut it through the air and marvel at its workmanship and fine balance. You have found a legendary Doom Sword. If you wish to take the Doom Sword, you must leave your own sword behind. If you have not done so already, you can either pick up the drawstring bag (turn to **24**) or, if you want to keep on walking, turn to **145**.

### 346

The Troll continues to insult you and lifts his spear in the air. You reach for your sword, but the Troll strikes before you can get hold of it. Your adventure is over.





### 347

You walk into the middle of the room and step warily on to the metal plate. It's solid and doesn't move. A monotone voice suddenly booms out from above. 'Welcome to the Room of Doom. The door is now locked. There is no other way out. One of the numbered boxes in front of you contains a key to unlock the door. You must now choose one box to open. And one box only. Do not open a second box.' You look at the boxes, which are numbered 1 to 3. Will you:

| | |
|---|---|
| Open box No. 1? | Turn to **41** |
| Open box No. 2? | Turn to **132** |
| Open box No. 3? | Turn to **212** |
| Walk over to the door and try to open it? | Turn to **311** |





*A barefooted man approaches pointing a wooden staff*

**348**

There is a T-junction up ahead where you see somebody run across, heading west. It's a bald, barefooted man who is carrying a wooden staff. He is wearing light brown robes tied at the waist, and his calves are bound with strips of cloth. It's Uzman Koh, the Monk. You hurry to the junction and call out his name. He stops and turns with a surprised look on his face. He walks slowly back towards you, watching you intently with his staff pointed at you. 'Hello, my friend,' he says calmly. 'Nothing personal. I'm just not taking any chances. I'm sure you understand. Everyone and everything is trying to kill me down here. Maybe we should team up? I'm heading west. Do you want to join me?' If you want to team up with the Monk, turn to **178**. If you want to decline his offer and tell him you are going to head east, turn to **240**.

**349**

With the Barbarian struggling to get back on his feet, you can't stop being pulled forward. Thump loses his footing and falls backwards, landing on the Priestess behind him. The Man-Orc yells at everybody to get back on the rope, but the chance to recover is gone. You continue to slide forward until the officer raises his sword to signal you have been dragged forward by a metre. The stone floor drops away beneath you, and you and your team fall into the void, screaming in terror. Your adventure is over.

### 350

You dive through the doorway just in time, with the heavy door slamming shut behind you. You try the handle, but it is firmly locked, and you have no option but to walk back along the passageway to the fire pit. When you enter the cave, you see the Lava Demon standing in your way. It scoops up a huge fistful of molten lava and hurls it at you. Its aim is deadly accurate. Your adventure is over.

### 351

The ceiling continues to grind its way down the walls, and there is nothing you can do to stop it. You try standing your sword upright on its tip on the floor, but the blade snaps under the weight of the ceiling. There is no way to escape being crushed. Your adventure is over.



### 352

The ravine is no more than two metres across. You throw your backpack and sword over the ravine and step back, ready to jump. You breathe in hard and run as fast as you can to jump over the ravine. You land safely on the other side and gather your belongings to carry on up the tunnel. Add 1 LUCK point. Turn to **174**.



### 353

As soon as you start to knock on the door, it flies open, and you are jumped on by a burly TROLL GUARD who lands a heavy blow on your head with a wooden club. If you are wearing a helmet, lose 1 STAMINA point. If you are not wearing a helmet, lose 2 STAMINA points. You stumble backwards against the opposite wall and try to clear your head as the Troll Guard raises his club to strike again. You must fight him.

| | | |
|---|---|---|
| *TROLL GUARD* | *SKILL 7* | *STAMINA 6* |

If you win, turn to **245**.

### 354

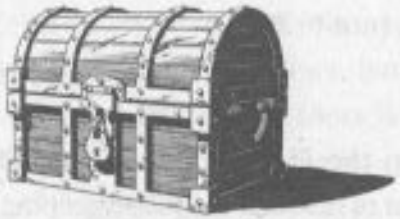
You run to the Dwarf's aid and see there is a dagger sticking out of his back and blood seeping from his leather armour. He sees you and coughs. 'I didn't think I'd see you again,' he says slowly, spitting blood, his face contorted with pain. 'I'm done for. I'm not sure who did it. It could have been the ice-cold Assassin or that slime rat, Uzman Koh. I never trusted either of them.' His eyes suddenly widen as he draws in his last breath and slowly exhales. His head slumps forward and you realize there is nothing you can do for him. A quick search through his pockets yields 2 Gold Pieces and two charms, one a four-leaf clover and the other a small horseshoe. You put them in your pocket and head north along the corridor. Turn to **6**.

**355**

You draw your sword and ready yourself for combat. Three GIANT SEWER RATS emerge from the gloom and leap at you with their open jaws flashing long, needle-sharp teeth. You must fight the Sewer Rats one at a time.

| | | |
|---|---|---|
| *First GIANT SEWER RAT* | SKILL 5 | STAMINA 4 |
| *Second GIANT SEWER RAT* | SKILL 4 | STAMINA 5 |
| *Third GIANT SEWER RAT* | SKILL 5 | STAMINA 5 |

If you win, turn to **88**.



**356**

You head east, leaving the Monk behind with the tunnel beginning to twist and turn. The floor is very uneven, and you have to watch your step to avoid tripping over. Looking down at the floor, you catch sight of something half buried under a rock that reflects the light of a burning torch on the wall. You reach down and pick up a stoppered bottle made of frosted glass. If you want to open the bottle, turn to **99**. If you want to put the bottle in your backpack and continue east, turn to **201**. If you want to go back and join the Monk, turn to **271**.

**357**

The Dragonmaster points a finger at you and says, 'You win. You have passed the first test, but now a tougher test awaits you. When you were exploring the dungeon, did you find any small metal balls bearing a dragon motif? They are Dragon Balls. If you have any, place them on the table.' If you possess Dragon Balls and wish to put them on the table, turn to **395**. If you want to tell the Dragonmaster that you do not have any, turn to **148**.

**358**

You walk over to the mirror and examine the frame and the fine detail of the snakes. When you look at the mirror, you feel a strange sensation on your face as though somebody is drawing a line down it. A jagged red line suddenly appears on your face, running from your forehead, over your left eye and down your cheek to your throat. The line turns into an ugly scar that looks exactly like the crack in the mirror. The mirror is cursed! You feel strangely weak, but there is nothing you can do to remove the Voodoo Scar. Lose 2 SKILL points and 2 LUCK points. If you haven't done so already, you can pick up the silver ring. Turn to **126**. If you would rather leave the room to walk up the corridor, turn to **331**.

**359**

You wipe the blood off the handle with a piece of cloth and open the door. Inside, you see a man in chain-mail armour lying face down on the floor. There is no sign of life. His broken sword and shield are lying by his side. If you want to search the body, turn to **185**. If you want to close the door and head north, turn to **154**.

**360**

You breathe in deeply and walk over to the door. You turn the key and hear the satisfying click of the lock mechanism turning. The Dragonmaster nods approvingly and says, 'A good start. Now you must select another key to unlock the second lock.' If you know which key to use, turn to the paragraph with the same number as the key. If you do not know which key to use, turn to **336**.

**361**

When all the contestants have teamed up with their partners, the officer announces with gusto, 'Bull's Eye is an archery contest! I hope you have chosen wisely because the targets for this contest are the contestants!' He sniggers, hardly able to contain himself. The spectators gasp in shock. The Pirate shakes his head and looks at you. 'Bah! Give me a cutlass any day,' he says despondently in a heavy accent. 'I've never fired a bow and arrow in my life, and I'm not going to start now. I'm quitting. Good luck to you. I hope you make it through.' He walks over to a guard who leads him unceremoniously out of the arena. There is a huge roar from the spectators when a trumpet blasts out a sharp note followed by the eerie whooshing sound of arrows flying across the arena, many of them hitting their targets. There are gasps from the crowd as contestants fall to the ground, clutching the arrows lodged in their torsos. Listening to the groans of the injured contestants, you are pleased to have missed this round. You scan the survivors and see Thump standing, hands on hips, with a big grin on his face. The trumpet blasts out again and the officer instructs the remaining contestants to line up against the wall opposite him while the injured are led out and the dead are dragged from the arena. You walk over to Thump and ask him what happened. 'I never learned how to use a bow and arrow so I figured that if I aimed to miss the Thug, I would be more likely to hit him. And I did!' he says, roaring with laughter. The officer looks along the line of contestants and says without any emotion in his voice, 'By my count, there are forty-eight contestants left in the tournament. Lord Carnuss requires that number to be reduced to twelve within the hour. It is time to choose a partner for the next contest. Do it now!' You agree with Thump's suggestion to split up, at least for now. If you want to choose the Thief on your left, turn to **98**. If you want to choose the Ninja on your right, turn to **184**.



*A wounded Dwarf approaches armed with two short swords*



**362**

You step into the demon's mouth and find yourself in a roughly hewn, twisting tunnel that has a very uneven floor. Watching where you step so as not to trip over, you walk round a bend and almost bump into somebody walking towards you. It is a Dwarf armed with two short swords. He is hunched over and looks to be in a bad way from his many wounds, which are bandaged with bloodstained strips of cloth. He eyes you suspiciously and says, 'Friend or foe?' If you want to reply 'Friend', turn to **273**. If you want to reply 'Foe', turn to **196**.

**363**

Your hand axe is sharp and sends large splinters of wood flying everywhere. You manage to cut a hole in the door big enough for you to climb through. You throw your backpack through the hole and dive after it with the ceiling just seconds away from touching the floor. Turn to **249**.

**364**

A figure appears at the top of the stairwell who looks surprised to see you. No more than a metre and a half tall, the ugly little creature has warty skin and long pointed ears, and is dressed in animal skins and odd bits of armour. It's a GOBLIN GUARD with another one behind him. The leading Goblin Guard reaches for his dagger and quickly throws it at you. *Test Your Luck*. If you are Lucky, turn to **59**. If you are Unlucky, turn to **281**.

365

You hear muffled cries for help coming from down the tunnel. You walk quickly on and soon arrive at an open doorway in the left-hand wall from where you can hear a female voice screaming, 'Help! Help!' It is a voice you have heard before! Turn to **29**.

366

You notice a slight incline in the tunnel floor that becomes gradually steeper as you walk along. There are carvings of skulls on the tunnel wall and one large carving of slaves dragging a huge dragon skull along a passageway. You walk on, with the steepness of the tunnel floor steadily increasing. You see a lever pointing upward in a slot in the right-hand wall. If you want to pull the lever down, turn to **57**. If you want to carry on walking uphill, turn to **312**.

367

Still breathing hard after fighting the Demon, you wade into the shallow water. With your eyes now adjusted to the gloom, you see there are steps leading up to the entrance to another tunnel on the left side of the cavern. You have no choice but to wade through the water over to the tunnel. *Test Your Luck*. If you are Lucky, turn to **9**. If you are Unlucky, turn to **134**.



368

Thump looks at you scornfully and says, 'Suit yourself.' Once outside, the officer leads you along a track lined with hundreds of cheering spectators. You soon arrive at a cave with its entrance surround carved into the shape of two fire-breathing dragons locked in battle. Standing there, waiting to greet you, is Lord Carnuss, resplendent in his purple robes. A huge crowd of people has gathered at the entrance, with everybody jostling for position, desperate to see the contestants close up. Carnuss motions for the crowd to hush so that he can be heard. 'I congratulate all six of you for getting this far. You are all heroes, but alas, there can only be one champion. I now want each of you to stand on one of the slabs on the ground here,' he says invitingly, pointing to six numbered stone slabs on in front of him. The Assassin makes her mind up quickly and stands on slab number 1, followed by Caldwell who steps confidently on to slab 3, and Thump who jumps on to slab 6. If you want to stand on slab 2, turn to **316**. If you want stand on slab 4, turn to **176**. If you want to stand on slab 5, turn to **40**.

369

You begin to feel unwell and double over with stomach cramps and nausea. You drop your sword and slump down on the floor, shivering and shaking, and pass out. You have drunk the Assassin's poison. Lose 8 STAMINA points. If you are still alive, turn to **121**.



**370**

Sliding the wooden panel open reveals a sunstone, set in a small mirrored box, that gives off powerful rays of white light. *Test Your Luck*. If you are Lucky, turn to **108**. If you are Unlucky, turn to **61**.

**371**

The man pockets your Gold Pieces and says, 'You will not be disappointed.' He turns and disappears into the crowd. You slide the knife into your belt and walk on to catch up with Thump. Turn to **12**.



**372**

You cut down several Snakes with your sword, but many more lunge at you to sink their poisonous fangs into your leg. Roll one die to determine how many of them bite you and reduce your STAMINA by 2 points for each bite. If you are still alive, turn to **63**.

**373**

You keep on walking and soon come to the edge of a deep pit. You think about jumping over it when you are suddenly pushed in the back. You fall head first into the pit and land heavily on a rocky floor. Lose 2 STAMINA points. You scramble to your feet and look up to see the Monk staring down at you with a smug grin on his face. 'Ha! Nobody ever hears me coming. You didn't. Thump didn't. Stealth is my gift, and I'm using it to win back the Golden Orb for Baron Sukumvit. He let me out of prison to compete here and promised me my freedom and 10,000 Gold Pieces if I returned the Orb to him. He even promised me a special reward if I eliminate Carnuss. And that's what I'm going to do. Enjoy yourself down there.' You watch the Monk leap silently across the pit and disappear. You realize that nobody was following you; it was just a ploy by the Monk to get you to walk ahead of him. The walls of the pit are smooth and impossible to climb, and a climbing rope is useless with nothing to tie it to. Time passes and you begin to think there is no way out of the pit when you hear a familiar voice from above. You look up and see it is the Assassin, Azurra Xang. 'Well, well, look who it is. What a surprise. It's so good to see you again,' she says sarcastically, smiling smugly. 'Now, remind me, what happened when you saw me trapped at the bottom of the Spider Pit?' If you helped the Assassin out of the pit, turn to **217**. If you did not help her, turn to **68**.

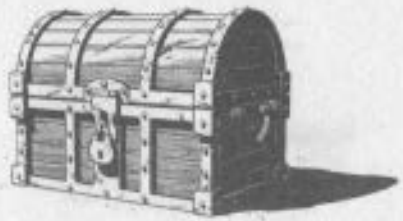
**374**

As he falls to the ground, the Woodcutter in his dying breath swings his axe at the clay pot, knocking it off the table. It smashes on the stone floor, and you see yellow gas rising from the broken pot. You grab his hand axe with gas beginning to fill the room. Your eyes start to water, your lungs feel like they are burning, and you start to cough uncontrollably. You fumble around, searching for the door handle, breathing in more poisonous gas before managing to escape from the room. Lose 1 SKILL point, 3 STAMINA points and 1 LUCK point. Still reeling from the effects of the gas, you stagger on up the corridor. Turn to **386**.

**375**

It doesn't take you long to get back to the junction where you continue straight on, heading east. The passageway soon makes a sharp left turn, and you walk north until you come to a tunnel in the right-hand wall that has an entrance in the shape of the head of a horned demon. It is made of copper that has turned bluish green with verdigris, and its open mouth is big enough to step through. There are burning torches on either side of the entrance and a large brass gong hanging in its wooden frame next to it. If you want to continue walking north, turn to **138**. If you want to enter the new tunnel, turn to **362**. If you want to ring the gong with the striker, turn to **92**.





**376**

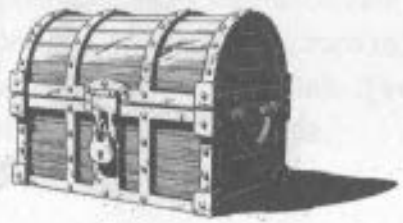
The narrow torchlit passageway continues north for fifty metres before turning sharply right where you arrive at a staircase. You walk up the long flight of stone steps and, when you get to the top, you see that the passageway comes to a dead end twenty metres ahead. You walk on to the end of the passageway where you see arrows marked on the wall pointing downwards. You brush away loose sand and see that one of the stone slabs in the floor is hinged and has a small ring-pull handle fixed to it. You lift the slab up to find a tunnel directly below. There seems there is nothing else you can do but jump down. The new tunnel runs north to south. Looking north, you see that the tunnel soon ends at a doorway. There are burning torches on either side of the door, which you see is covered with deep scratch marks. Curious, you decide to investigate. Turn to **48**.





**377**

You stand opposite the Man-Orc, who grunts loudly when he catches your eye. The gates open and an ox-drawn cart piled high with large iron balls rolls slowly into the arena. The officer instructs everybody to take an iron ball from the cart and stand holding it above their head opposite their partner. The ball is heavy, and you have difficulty in lifting it above your head. Snarling and snorting to focus on the task, the Man-Orc has no trouble lifting his ball. Your arms soon start to ache. The crowd cheers as iron balls thud into the ground all around the arena with the eliminated contestants led away by the guards. The muscles in your arms tremble under the weight of the ball, and you wonder how much longer you can last. Lose 2 STAMINA points. You glare at the sweating Man-Orc, whose gritted teeth and wide-eyed expression tell you that he is also beginning to feel the strain. Turn to **149**.





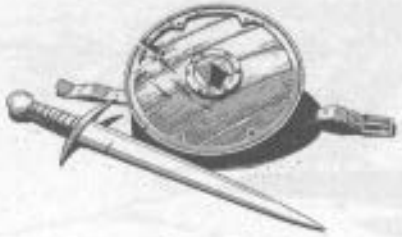


**378**

You slide down the rope for a few seconds before landing on a solid stone floor in near pitch-black darkness. You cannot see anything, but hear the faint sound of flapping wings and realize there are creatures flying round your head. Something bites you on the neck, which you brush away with your hand. You feel blood trickling down your neck. Lose 1 STAMINA point. When your eyes to adjust to the dark, you see three VAMPIRE BATS circling the cavern you are standing in. You draw your sword and must fight them one at a time.

| | | |
|---|---|---|
| *First VAMPIRE BAT* | *SKILL 5* | *STAMINA 5* |
| *Second VAMPIRE BAT* | *SKILL 5* | *STAMINA 6* |
| *Third VAMPIRE BAT* | *SKILL 6* | *STAMINA 5* |

If you win, turn to **280**.





*Smoke billows from the Dragon's nostrils as it roars and belches fire*



379

When you place the Dragon Ball on the table, the Dragonmaster says in a condescending voice, 'Finding only one Dragon Ball is pitiful. Because of that, you have a very daunting task ahead of you. Follow me.' He walks over to the first iron door in the left-hand wall and unlocks it. He opens the door and beckons you to walk through, saying, 'If you survive, knock on the door. I'll be waiting for you.' You draw your sword and walk into a huge cave. You hear the door slam shut behind you and stare in disbelief at the size of the RED DRAGON standing threateningly in the middle of the cavern. Its torso is covered with thick red scales and it has huge dark red wings. Smoke billows from its nostrils. It sees you and roars, belching fire so close to you that you feel the heat from it on your face. You must fight the young fire-breathing Dragon.

*RED DRAGON* SKILL *11* STAMINA *16*

If you win, turn to **32**.



**380**

The dagger strikes you painfully in the thigh, causing a deep wound. Lose 2 STAMINA points. You pull it out of your leg and slide it into your belt and attend to your wound. You walk over to the shelf at the back of the room with Xang screaming angrily at you. 'You'll regret this!' she shouts. 'May the Fireworms of Slann burn through your eyeballs!' Ignoring her wrath, you look inside the silver chalice and find a small solid silver ball that is etched with a dragon motif. You place both items in your backpack and leave the room to carry on up the tunnel with the Assassin still cursing you loudly. Turn to **124**.



**381**

The Dragonmaster tells you to put the keys down on the table. He picks up one of them, taps the table with it and says, 'You have done well to find all four Compass Keys. Lord Carnuss did not think it would be possible. You will see that the door behind me has four keyholes in it. These must be unlocked in strict order from top to bottom. Choose a key to open the top lock.' If you know which key to use, turn to the paragraph with the same number as the key. If you do not know which key to use, turn to **336**.



**382**

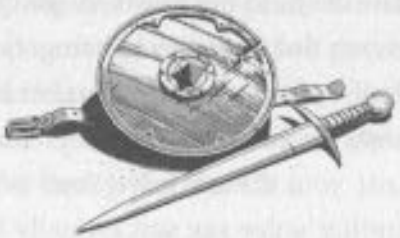
You look over to the Assassin and watch her despatch the final archer. She drops to her knees, holding her stomach, with blood oozing out between her fingers. She looks at you through half-open eyes and shakes her head, knowing there is no hope for her. She rolls over on her side and goes limp. 'Lost your friend, have you? What a shame,' you hear a familiar voice say sarcastically from the back of the chamber. A figure steps out of the shadows who you recognize instantly. It's Uzman Koh! 'I didn't think I would see you again. Who is going to save you now?' he says, sneering. 'The answer is nobody!' He runs towards you at speed, leaps into the air and does a double backflip, landing almost on top of you. He spins round and lunges at you with his staff. You must fight the Monk! Unless you are wearing a silver armband, you will find it hard to focus on the Monk's agile movements and must reduce your Attack Strength by 1 point during this battle.

| *MONK* | *SKILL 10* | *STAMINA 8* |
|---|---|---|

If you win, turn to **209**.

**383**

You tentatively slide the ring on to your middle finger, half expecting something to happen. You do not feel any different, but, unbeknownst to you, you are wearing a Ring of Ill Fortune. Lose 3 LUCK points. Unaware that the ring is cursed, you put the box back on the ledge and walk over to the iron door to open it. Turn to **251**.

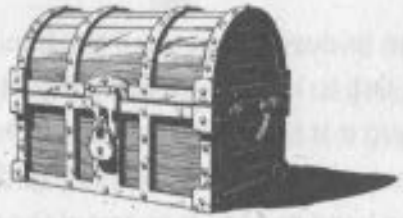


**384**

You hit the floor with the bulk of the lava flying overhead, but a small lump of it lands on your arm. The pain is intense, but you manage to scrape the lava off with your sword to prevent yourself being too badly burned. Lose 3 STAMINA points. As the Lava Demon reaches down to pick up more lava, you seize your chance and run as fast as you can along the pathway round the fire pit into the new tunnel. Turn to **129**.







**385**

When you lift the lid, your nostrils are filled with the terrible stench coming from the rotten meat stored inside the chest. A cloud of BLACK FLY swarms out of the chest and buzzes round your head. You hold your breath and drop the lid, but cannot avoid being stung by the Black Fly as they fly out of the room. Lose 1 STAMINA point. If you have not done so already, you can either eat the food on the table (turn to **168**) or try to open the door at the back of the room (turn to **67**). If you would rather leave the room and head north up the passageway, turn to **230**. If you want to leave the room and run back down the staircase and turn right at the junction, turn to **265**.

**386**

You soon arrive at another door in the left-hand wall of the tunnel. You listen at the door, but do not hear anything. If you want to enter the room, turn to **229**. If you want to keep walking, turn to **86**.

**387**

You breathe in deeply and put your hands slowly under the Golden Orb to lift it up. It is solid gold and heavy. You are convinced it is the fabled treasure. While you are busy packing it away in your backpack, one of the fingers drops off the stone hand and lands on top of the plinth. You hear a hissing sound and see gas escaping from where the finger broke off from the hand. You rush over to the bronze door and strike the knocker against the door. Long flames shoot out from the dragon's mouth and burn you. Roll one dice and reduce your STAMINA points by the number rolled. If you are still alive, turn to **127**.

**388**

The monotone voice booms out again the moment you touch the box lid. 'The instruction was to open one box only. You must suffer the consequences of your action.' The iron plate in the middle of the room slowly rises to reveal a large hole from which hundreds of small, venomous SCORPIONS crawl out with their large stingers raised. You do your best to fend them off, but one of them stings you. Lose 2 STAMINA points. You feel weak from the effects of the poison and stagger over to the door and put the key in the lock only to find that the door isn't locked. You stamp angrily on a Scorpion and leave the room to head west along the tunnel. Turn to **198**.



**389**

There is an eerie whooshing sound of arrows flying across the arena, many of them hitting their targets, including you. The High Elf's arrow sinks into your left thigh, making you scream out in pain. A guard grabs your arm and drags you out of the arena with no concern for your injury. You look back and see the High Elf leaning on her bow, waving at you with a smirk on her face. You can hardly believe that you are out of the contest so soon. Your adventure is over.

**390**

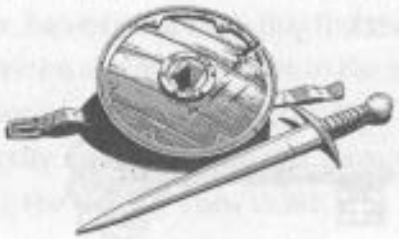
You sit down on the bench and watch him juggle his glass balls. 'Have a nap. I'll wake you if a monster appears!' he says jovially. You are soon fast asleep and, when you wake, the little man is nowhere to be seen. The sleep has revived you and given you some much-needed energy. Add 2 STAMINA points. When you stand up, you notice that your backpack is open and some of your possessions are gone. Lose 1 LUCK point and remove five items from your *Adventure Sheet*. There is nothing you can do but curse the Juggler and choose which way to go. If you want to head west, turn to **123**. If you want to head east, turn to **334**.





**391**

As you climb up the next step, the Ghost-Witch's eyes widen, and she lets out a high-pitched screech that echoes down the passageway. She glides down the staircase and reaches out with a bony hand that passes through you as though you are a ghost yourself. You feel a sudden chill, and a sensation like an ice-cold hand squeezing your heart. Lose 1 SKILL point and 5 STAMINA points. If you are still alive, you watch the Ghost-Witch glide along the passageway and disappear left round the corner. If you want to climb to the top of the staircase, turn to **327**. If you want to go back down the steps and turn right at the junction, turn to **265**.







**392**

The door opens into a narrow corridor with a polished stone floor and smooth walls. There are paintings on the walls running the length of the corridor. All the paintings are of Baron Sukumvit being attacked by hideous creatures. There is a door in the left-hand wall halfway down the corridor, and another door at the end. If you want to open the door on the left, turn to **51**. If you want to open the door at the end of the corridor, turn to **309**.



**393**

You peer into the tunnel heading east out of the cavern and see it is narrow and gloomy. You peer into the second archway and look up the staircase, but can't see anything unusual. If you want to walk down the tunnel, turn to **207**. If you want to climb the spiral staircase, turn to **238**.



*They are deadly bowmen from the Southern Plains*



**394**

You breathe in deeply and pull both doors open. You charge into the chamber together, screaming at the top of your voice. For a moment, it looks like there is nobody in the chamber, but suddenly six lanky creatures with pointed heads and long teeth jump out from behind the stone columns. They are ZANTH ARCHERS, deadly bowmen hired in from the Southern Plains. They take aim with their longbows and let fly their arrows at you. If you are carrying a shield, turn to **191**. If you are not carrying a shield, turn to **266**.

**395**

The Dragonmaster watches you carefully as you reach into your backpack and says, 'How many Dragon Balls do you have?' Will you reply:

| | |
|---|---|
| One | Turn to **379** |
| Two | Turn to **84** |
| Three | Turn to **276** |
| Four | Turn to **107** |
| Five | Turn to **193** |

**396**

As you turn to walk away, she throws a dagger at you in anger. *Test Your Luck*. If you are Lucky, turn to **190**. If you are Unlucky, turn to **380**.



397

You discover a tin in one of the drawers that rattles when you shake it. You prise the lid off and find a gold key with the number 90 stamped on it. Pleased with your find, you walk over to the door to leave the room. Turn to **82**.

398

You run across the chalk line with Thump and five others. With the teams established, a party of scrawny slaves enters the arena, carrying shovels. They begin digging out the sand on both sides of the white line to reveal two long sections of solid stone floor. When they are finished, more slaves enter the arena, carrying a long length of thick rope. They lay it lengthways across both sections of the stone floor with half of it on one side of the chalk line and half of it on the other side. 'A Line in the Sand is a Tug-of-War contest. It will be the final contest in the arena,' the officer announces triumphantly to rapturous applause from the crowd. 'Take your positions on the rope.' Your team members look at each other before the tall Barbarian says in a gruff voice, 'I should be the lead puller.' 'And I should be the anchor,' the Priestess says, smiling. 'Why you? I am stronger than you. I should be the anchor,' the Man-Orc says dismissively. 'You'll see,' the Priestess replies calmly. 'Let's vote on it,' says Thump, and everybody agrees. If you want to vote for the Priestess to be the anchor, turn to **130**. If you want to vote for the Man-Orc to be the anchor, turn to **278**.

399

It's not long before you arrive at another junction. The new tunnel in the left-hand wall is narrow and has a very low ceiling. There is a putrid smell like rotten eggs coming from the entrance and you decide to carry straight on. Turn to **115**.

400

You find yourself at the top of a flight of stone steps, staring down at a huge gathering of people standing at the bottom who are waving and cheering loudly. The sunlight is very bright, and it takes a few moments to get used to it. You hold the Golden Orb in the air, which makes the crowd cheer even louder. Suddenly the cheers turn to whispers. The crowd parts, and you see Lord Carnuss approach with his bodyguards at his side and his entourage walking behind him. He stops and looks up at the Gatekeeper who is standing next to you. The Gatekeeper nods once, and Lord Carnuss beckons you to join him. You walk down the steps to stand facing Lord Carnuss, who stares at you fiercely. 'Congratulations,' he says through gritted teeth. 'You have done well to survive my dungeon. You are a true champion. Your prize is one of the greatest treasures in Allansia.' He shakes your hand firmly and leans forward to whisper in your ear, 'I only hope you live long enough to enjoy it.' You smile and hand him the handwritten note from Baron Sukumvit. He looks stunned when he reads it. He looks up and says, 'I didn't expect anyone to win through today, but

it is my good fortune that it was you who did. My brother must pay for his treachery with his life. You have proved yourself to be an elite Adventurer so might I interest you in a little assignment in Fang? I'm sure my brother would be delighted to see you. Give it some thought, but not for too long since I will not take no for an answer. But we can talk again tomorrow. This day belongs to you.' He smiles and waves to the happy crowd before leaving with his bodyguards and attendants. You are hoisted on to the shoulders of two tall men and carried through the throng of people, who cheer loudly as you pass through them. Your mind spins with thoughts of what destiny the Orb will bring you, but tonight will be a night of joy and celebration.



# HOW TO FIGHT THE CREATURES IN THE DUNGEON ON BLOOD ISLAND

YOU have been preparing for your quest by practising your swordplay and building up your strength and STAMINA. You possess a sword and a backpack containing Provisions (food and drink) to help sustain you during your adventure. Before setting off, you must first roll dice to record your SKILL, STAMINA and LUCK scores on your *Adventure Sheet* on pages 260–271, which you should also use to keep a record of the items you find on your adventure. Use the adjacent *Monster Encounter Boxes* to record combat with monsters during the adventure. Write your scores in pencil or make photocopies of the blank *Adventure Sheet* and *Monster Encounter Boxes* to use in future adventures.

## SKILL, STAMINA AND LUCK

To determine your Initial SKILL, STAMINA and LUCK scores:

- Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.
- Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box.
- Roll one die. Add 6 to this number and enter this total in the LUCK box.

SKILL reflects your swordsmanship and fighting expertise; the higher the better. STAMINA represents your strength; the higher your STAMINA, the longer you should survive. LUCK represents how lucky a person you are; the higher your LUCK score, the luckier you will be.

SKILL, STAMINA and LUCK scores increase and decrease during an adventure, and you must keep an accurate record of them. Although you may gain additional SKILL, STAMINA and LUCK points during the adventure, your Initial levels may never be exceeded unless special instructions are given.





## BATTLES

When you are told to fight a creature, you must resolve the battle as described below in a series of Attack Rounds. First, write down the enemy's SKILL and STAMINA scores in an empty *Monster Encounter Box* on the *Adventure Sheet* and make a note of your own SKILL and STAMINA scores. The sequence of combat is then:

1. Roll the two dice for your enemy and add the total to their SKILL score. This is your enemy's Attack Strength.

2. Roll the two dice for yourself and add the total your current SKILL. This is your Attack Strength. Whose Attack Strength is higher? If your Attack Strength is higher, you have wounded your enemy – go to 4. If the enemy's Attack Strength is higher, it has wounded you – go to 5. (If both are the same, you have both missed – start the next Attack Round from step 1 above.)

3. If you wounded your enemy, subtract 2 points from the enemy's STAMINA score. You may use LUCK here to do additional damage (see 'Using Luck in Battles' below).

4. If your enemy wounded you, subtract 2 points from your STAMINA score. You may use LUCK to minimize the damage (see 'Using LUCK in Battles' below).

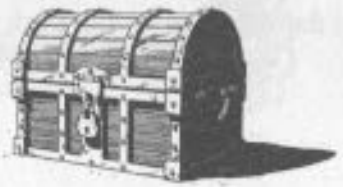
5. Make the appropriate changes to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK) and begin the next Attack Round (repeat steps 1–6).

6. This continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

7. This continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

## ESCAPING

During certain battles you will be given the option to Escape. If you think you are going to be defeated, you may Escape, but you must lose 2 STAMINA points, as your opponent is deemed to have wounded you as you flee.





## LUCK

At various times during your adventure, you will be told to *Test Your Luck*. LUCK plays a part in deciding what happens to you.

## HOW TO TEST YOUR LUCK

Roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky. If the number rolled is higher than your current LUCK score, you have been Unlucky. The consequences of being Lucky or Unlucky will be found in the paragraph you are sent to. Each time you *Test Your Luck*, you must subtract one point from your current LUCK score. The more you rely on luck, the riskier this becomes.

## USING LUCK IN BATTLES

During combat, you have the option of using your LUCK either to score a more serious wound on a creature, or to minimize the effects of a wound the creature has just scored on you.

If you wounded the creature: you may *Test Your Luck* as described above. If you are Lucky, subtract an extra

2 points from the creature's STAMINA score (i.e. 4 instead of 2 normally). But if you are Unlucky, you must restore 1 point to the creature's STAMINA (so, instead of causing 2 points of damage, you have only caused 1).

If you were wounded by the creature: you may *Test Your Luck* to try to minimize the wound. If you are Lucky, restore 1 point of your STAMINA (i.e., instead of causing 2 points of damage, it has only caused 1). If you are Unlucky, subtract 1 extra STAMINA point.

Don't forget to subtract 1 point from your LUCK score each time you *Test Your Luck*.

## RESTORING SKILL, STAMINA AND LUCK

### SKILL

Occasionally, an event may alter your SKILL score. For example, a Magic Sword may increase your SKILL, but remember that only one weapon can be used at a time. You cannot claim 2 SKILL bonuses for carrying two Magic Swords.

Drinking the Potion of Skill (see 'Potions' below) will restore your SKILL to its Initial level.



## STAMINA AND PROVISIONS

Your STAMINA score will change a lot during the adventure. As you near your goal, your STAMINA level may be dangerously low, so be careful!

You start the game with enough Provisions for ten meals. You may only eat one meal at a time. When you have a meal, add 4 points to your STAMINA score and reduce your Provisions total by one. Keep a record of your Provisions in the box provided on the *Adventure Sheet*. Remember to use your Provisions wisely.

Drinking the Potion of Strength (see 'Potions' below) will restore your STAMINA to its Initial level.

### LUCK

Your LUCK score will change during your adventure. For example, you may find a lucky charm that adds to your LUCK score. Or an evil spell might reduce your LUCK score.

Drinking the Potion of Luck (see 'Potions' below) will restore your LUCK to its Initial level.

## POTIONS

You begin your adventure with a sword and a backpack containing Provisions (food and drink). You will find gold, treasure, weapons, armour and artefacts on your adventure. But not all items will help you on your quest. Some might even harm you!

You may also take a Magic Potion, which will aid you on your quest. Each bottle of potion contains enough for one measure, i.e. it can only be used once during an adventure. Choose ONE of the following:

- A Potion of Skill restores SKILL points to their Initial level
- A Potion of Stamina restores STAMINA points to their Initial level
- A Potion of Luck restores LUCK points to their Initial level

These potions may be taken at any time during the adventure, but not during combat.



## HINTS ON PLAY

There is 'one true way' through *The Dungeon on Blood Island* and it will probably take you several attempts to find it. Making notes and drawing a map as you explore will help you on your quest.

Not all locations contain treasure. Some contain deadly traps and creatures. There are several 'wild goose chase' passages and, while you may progress through to your ultimate destination, winning is not guaranteed.

The 'one true way' involves a minimum of risk and, even with low Initial dice rolls, you should be able to win through.

Good luck on your adventure and may your STAMINA never fail!

## ALTERNATIVE DICE

If you do not have a pair of dice to hand, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, use the number on the first die. If you need to roll two dice, use the total of both dice.

# ADVENTURE SHEET

**SKILL**
*Initial:*

**STAMINA**
*Initial:*

**LUCK**
*Initial:*

**EQUIPMENT**

**GOLD PIECES**

**TREASURE**

**PROVISIONS**

# MONSTER ENCOUNTER BOXES

| | | |
|---|---|---|
| *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* |
| *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* |
| *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* |
| *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* |

# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
|---|---|---|
| *Initial:* | *Initial:* | *Initial:* |

| EQUIPMENT | GOLD PIECES |
|---|---|
| | TREASURE |
| | PROVISIONS |

# MONSTER ENCOUNTER BOXES

| | | |
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# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
|---|---|---|
| *Initial:* | *Initial:* | *Initial:* |

## EQUIPMENT

## GOLD PIECES

## TREASURE

## PROVISIONS

# MONSTER ENCOUNTER BOXES

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# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
|---|---|---|
| *Initial:* | *Initial:* | *Initial:* |

## EQUIPMENT

## GOLD PIECES

## TREASURE

## PROVISIONS

# MONSTER ENCOUNTER BOXES

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# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
|---|---|---|
| *Initial:* | *Initial:* | *Initial:* |

## EQUIPMENT

## GOLD PIECES

## TREASURE

## PROVISIONS

# MONSTER ENCOUNTER BOXES

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# ADVENTURE SHEET

**SKILL**
*Initial:*

**STAMINA**
*Initial:*

**LUCK**
*Initial:*

**EQUIPMENT**

**GOLD PIECES**

**TREASURE**

**PROVISIONS**

# MONSTER ENCOUNTER BOXES

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FF
FIGHTING FANTASY

ICEFINGER MOUNTAINS

CHIANG MAI

RIVER KOK

Firetop Mountain

PAGANI

RIVER

Mirewater

CATFISH RIVER

MOO

HALICE

DEEDL

KSAND

WHITE WATER

WINDWARD P

FOREST of YORE

UTHERN PLAINS

SHAZAAR

VALE of WILLOW

CRAGGE

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MAY YOUR STAMINA NEVER FAIL!

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THE DUNGEON ON BLOOD ISLAND IAN LIVINGSTONE

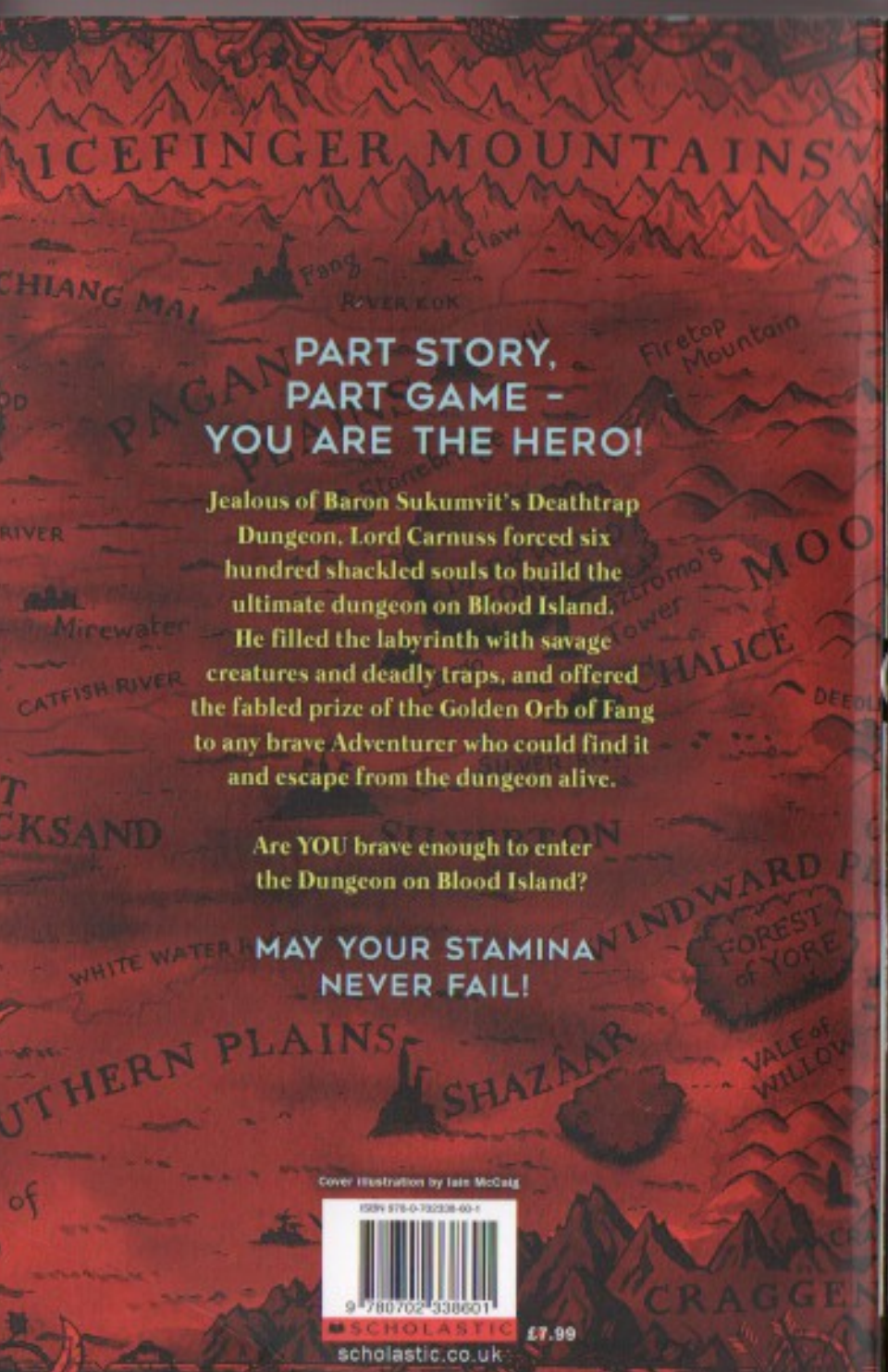
YOU ARE THE HERO

THE DUNGEON ON

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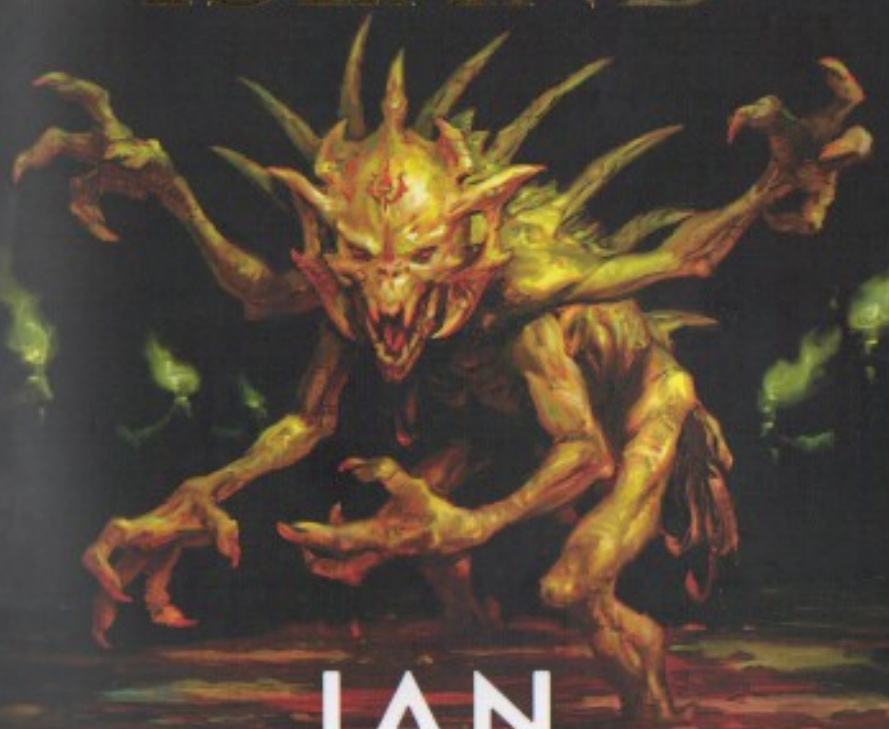
THE DUNGEON ON BLOOD ISLAND

IAN LIVINGSTONE

YOU ARE THE HERO

THE DUNGEON ON

# BLOOD ISLAND



IAN LIVINGSTONE





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13. Caverns of the Snow Witch
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15. Assassins of Allansia
16. Return to Firetop Mountain
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18. Sorcery! 4: The Crown of Kings
19. The Crystal of Storms
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*The Dungeon of Blood Island* playtested by Victor Cheng and Morten Gottschalck

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# CONTENTS

HOW WILL YOU START YOUR ADVENTURE?
7

BACKGROUND
13

THE DUNGEON ON BLOOD ISLAND
23

RULES AND EQUIPMENT
251

ADVENTURE SHEET
260

# HOW WILL YOU START YOUR ADVENTURE?

The book you hold in your hands is a gateway to another world – a world of dark magic, terrifying monsters, brooding castles, treacherous dungeons and untold danger, where a noble few defend against the myriad schemes of the forces of evil. Welcome to the world of **FIGHTING FANTASY!**

You are about to embark upon a thrilling fantasy adventure in which **YOU** are the hero! **YOU** decide which route to take, which dangers to risk and which creatures to fight. But be warned – it will also be **YOU** who has to live or die by the consequences of your actions.

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Prepare yourself, for when you turn the page you will enter an exciting, perilous **FIGHTING FANTASY** adventure where every choice is yours to make, an adventure in which **YOU ARE THE HERO!**

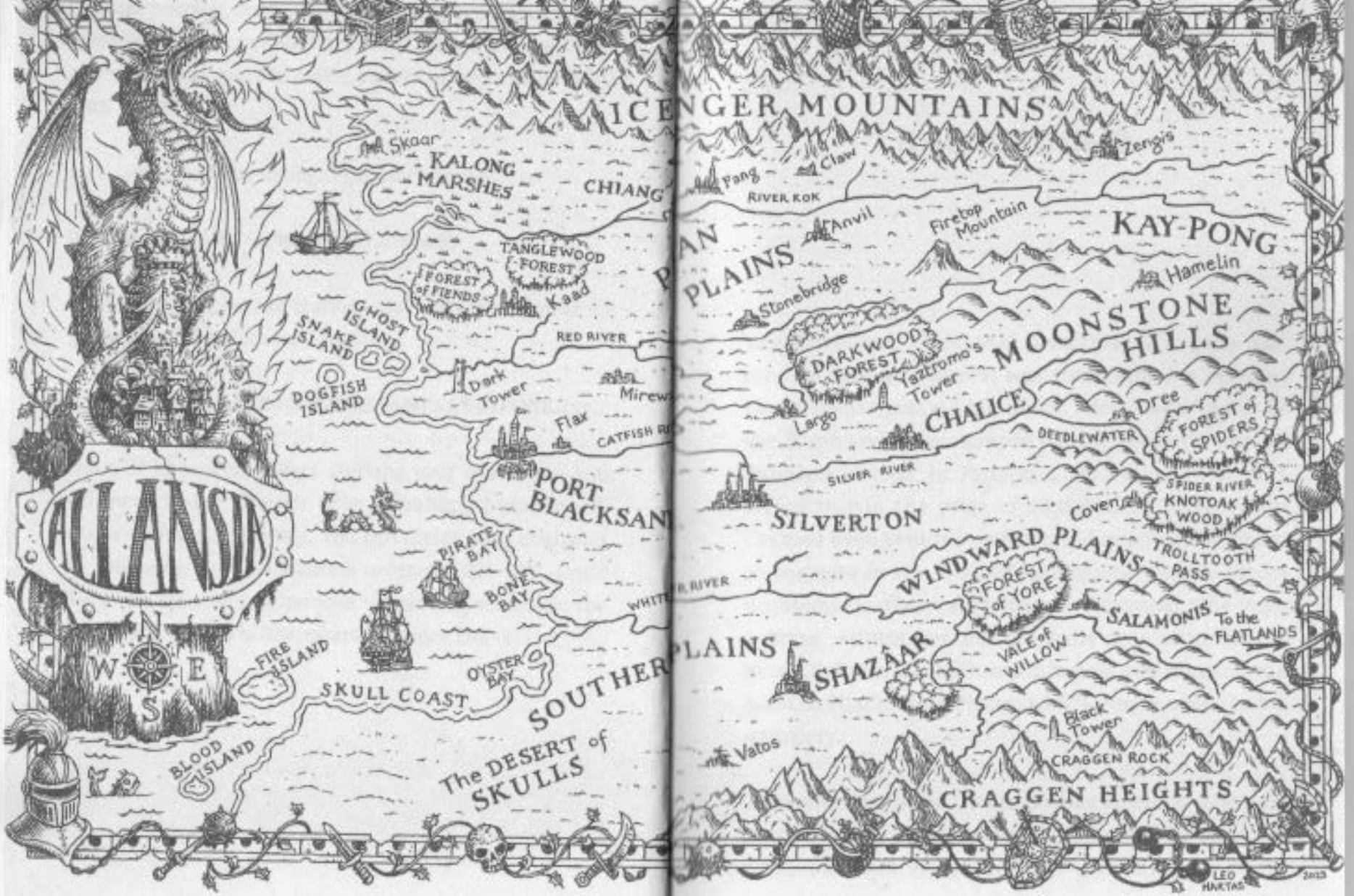
How would you like to begin your adventure?

**IF YOU ARE NEW TO FIGHTING FANTASY...**

It's a good idea to read through the rules that appear on pages 251–259 before you start.

**IF YOU HAVE PLAYED FIGHTING FANTASY BEFORE...**

You will know that before starting your adventure, you will need to roll dice for your character's Initial SKILL, STAMINA and LUCK scores. You can create your character by following the instructions on pages 251–259. Don't forget to enter your character's attribute scores on the *Adventure Sheet*, which appears on pages 260–271.


ALLANSIA
N
W
E
S
ICE
NGER MOUNTAINS
Skoar
KALONG MARSHES
CHIANG
Pang
Claw
Zergs
RIVER KOK
Anvil
Firetop Mountain
KAY-PONG
PLAINS
Hamelin
Stonebridge
TANGLEWOOD FOREST
FOREST of FIENDS
Kaad
GHOST ISLAND
SNAKE ISLAND
RED RIVER
DOGFISH ISLAND
Dark Tower
Mirew
Flax
CATFISH RI
DARKWOOD FOREST
Yaztromo's Tower
MOONSTONE HILLS
Largo
CHALICE
Dree
FOREST of SPIDERS
DEEDLEWATER
SILVER RIVER
PORT BLACKSAN
SILVERTON
Coven
SPIDER RIVER
KNOTOAK WOOD
TROLLTOOTH PASS
WINDWARD PLAINS
PIRATE BAY
BONE BAY
FOREST of YORE
SALAMONIS
To the FLATLANDS
FIRE ISLAND
OYSTER BAY
SHAZAAR
VALE of WILLOW
SKULL COAST
SOUTHER
Black Tower
CRAGGEN ROCK
Valos
BLOOD ISLAND
The DESERT of SKULLS
CRAGGEN HEIGHTS
LEO HARTAS

# BACKGROUND

The fame and glory that Deathtrap Dungeon had brought Baron Sukumvit was something his brother, Lord Carnuss, just couldn't bear. People were in awe of the Baron and never stopped talking about his annual dungeon contest in Fang and the heroes who died trying to win the prize of 10,000 Gold Pieces. Lord Carnuss even sent his own battle-hardened champion to compete in the Trial of Champions, but he died a gruesome death, along with everyone else. One year, a brave Adventurer unexpectedly won through, so Baron Sukumvit rebuilt his dungeon and doubled the prize to 20,000 Gold Pieces, which simply added to his notoriety.

Whenever Deathtrap Dungeon came up in conversation, Lord Carnuss would fly into a rage, cursing his brother's name out loud. Over time, his jealousy turned into

hatred. To upstage Sukumvit, Carnuss decided to build a dungeon of his own on Blood Island where he ruled and offer an even greater prize to the victor. That prize would be the Golden Orb of Fang, which he'd won from his brother in a dice game many years before. The Orb's value was difficult to estimate, but some say that, at auction in Shazâar, a bid of 25,000 Gold Pieces for such a legendary treasure would be the minimum expected. Carnuss revelled in the idea of offering a reward that was once his brother's prized possession. His plan was to hide the Orb deep inside the dungeon and protect it with deadly traps and ferocious monsters. He was certain the Orb would never be found. His message to contestants would be simple – find the Orb, escape from the dungeon, and the prize would be theirs to keep.

Carnuss built his dungeon by linking the underground caverns on Blood Island with a labyrinth of tunnels. Work began in secret, using an army of slaves. It took less than a year to build, but at a cost of nearly six hundred shackled souls. It was finished in time for the grand opening on the 31st day of Fire, just weeks before Baron Sukumvit's Trial of Champions took place in his reconstructed Deathtrap Dungeon.

Knowing his brother would be incensed by the news,



Carnuss sent a personal messenger to him, inviting him to enter a champion of his own to try to win back his precious Orb, or to just come as his guest to watch the greatest winner-takes-all tournament in Allansia. Outraged by his brother's attempt to usurp him by offering the Orb as a prize, Sukumvit sent the messenger back to Blood Island with an exceptionally rude note, written in blood, stuffed in the mouth of a dead rat.

Amused and encouraged, Carnuss sent word to all the towns in Allansia to announce that his dungeon on Blood Island would be open to all comers to win the Golden Orb. He chartered a fleet of boats to ferry contestants and spectators to the island from the mainland. He built taverns and rooms for spectators close to the Arena of Death where the contest would begin. News of the contest spread quickly. It soon became the talking point in every tavern and market square in Allansia. Adventurers, Warriors and Villains from far and wide bragged that they would go to Blood Island to win the Golden Orb.

**YOU** hear about the tournament on Blood Island from a merchant in Skaar, where you have come to sell a bronze sword that you found on an expedition to Kalong Marshes. With 5 Gold Pieces from its sale in

your pocket, you are thinking about travelling to Fang to sign up for the Trial of Champions, but are intrigued by the new dungeon challenge on Blood Island. You walk down to the port where you see a crowd of people gathered in front of a small ship moored at the dock. The ship's captain is addressing the crowd, which is becoming increasingly noisy. 'This afternoon we sail to Blood Island where only the bravest Warriors will compete for the Orb!' he bellows. 'All you have to do to enter the contest to win Lord Carnuss's Golden Orb is step aboard my ship and sign up. And those of you who just wish to watch the contest, step on board and sail with us.'

Winning a prize worth 25,000 Gold Pieces seems unimaginable, and it's a challenge you cannot resist. Without further thought, you raise your arm and push your way through the crowd to walk up the gangplank to sign up for the contest. You are followed on board by a ruddy-faced Dwarf who also signs up to take the challenge. The captain shakes your hand firmly before welcoming more than fifty passengers aboard who want to witness the spectacle for themselves.

When the ship sets sail, all the passengers talk about is the dungeon and its monsters, and whether any of the contestants would survive. The Dwarf introduces



himself to you as Thump and gives you a soft punch on the arm to emphasize his name. He's a stout man with a long beard and a studded iron helmet pulled down over his big bushy eyebrows. He's wearing a leather tunic and is holding a huge war hammer with a handle that is almost as long as he is. He tells you he comes from Stonebridge, a village that was almost destroyed by marauding Iron Giants. He says that if he won the Golden Orb, he would pay for Stonebridge to be rebuilt. He spends the voyage telling you tales of his many adventures, most of which seem wildly exaggerated. When you question him about his claim that he once killed a dragon with his bare hands, he leans back and roars, 'Well, maybe not entirely barehanded, but why spoil a good story with the truth!' Thump is a jovial, larger-than-life character and you can't help but like him, but it does feel slightly strange knowing that you will soon be competing with him for the Golden Orb.

Calm seas, a following wind and sunny skies make for a pleasant voyage, and when Blood Island is spotted on the horizon a loud cheer erupts on board. As the ship sails into the harbour, you see a large crowd of people waving from the dock, eager to see the new contestants. There's a carnival atmosphere with people laughing and cheering, trumpets blaring and drums beating loudly.



*Standing on a platform is a tall, stocky man wearing long robes*

Standing quietly surveilling the scene from a wooden platform set back from the crowded dock is a tall, stocky man wearing an elaborate headpiece and long purple robes filled out with huge shoulder pads. He seems to be quietly enjoying the moment. He is surrounded by stern-faced guards who push back anybody who tries to get too close to the platform. A trumpet sounds, and, when he raises his arms, the crowd falls silent.

The ship's captain orders you and Thump to follow him off the ship and walk through the crowd to the platform where the captain bows to the robed man. 'Lord Carnuss, I bring you two more contestants,' he says sharply. The robed man thanks the captain and glares at you and Thump before turning to address the throng. 'Citizens and honoured guests, I have good news to share with you. We now have 120 contestants ready to compete. I wonder which one, if any, will triumph?' he says, teasing the cheering crowd. He snaps his finger at a guard and growls, 'Feed and water these two wretches. They will need all their strength for the contest tomorrow.'

You are taken to a camp where groups of contestants are huddled together, talking. Some are practising their weapons skills; others are asleep, arms folded, leaning back against wooden cabins. They are a grisly mix of Warriors, Barbarians, Knights, Thieves, Ninjas,

Dwarfs, Elves, Man-Orcs, Pirates, Adventurers and Thugs who stare at you coldly as you walk into camp. Thump whispers in your ear, suggesting that the two of you should stick together, at least until the tournament starts. You spend the rest of the afternoon exercising and sharpening your sword. Thump swings his war hammer round his head and smashes it into the ground, practising the move many times. 'I think I'll use my war hammer to fight the next dragon I meet!' he says with a wink.

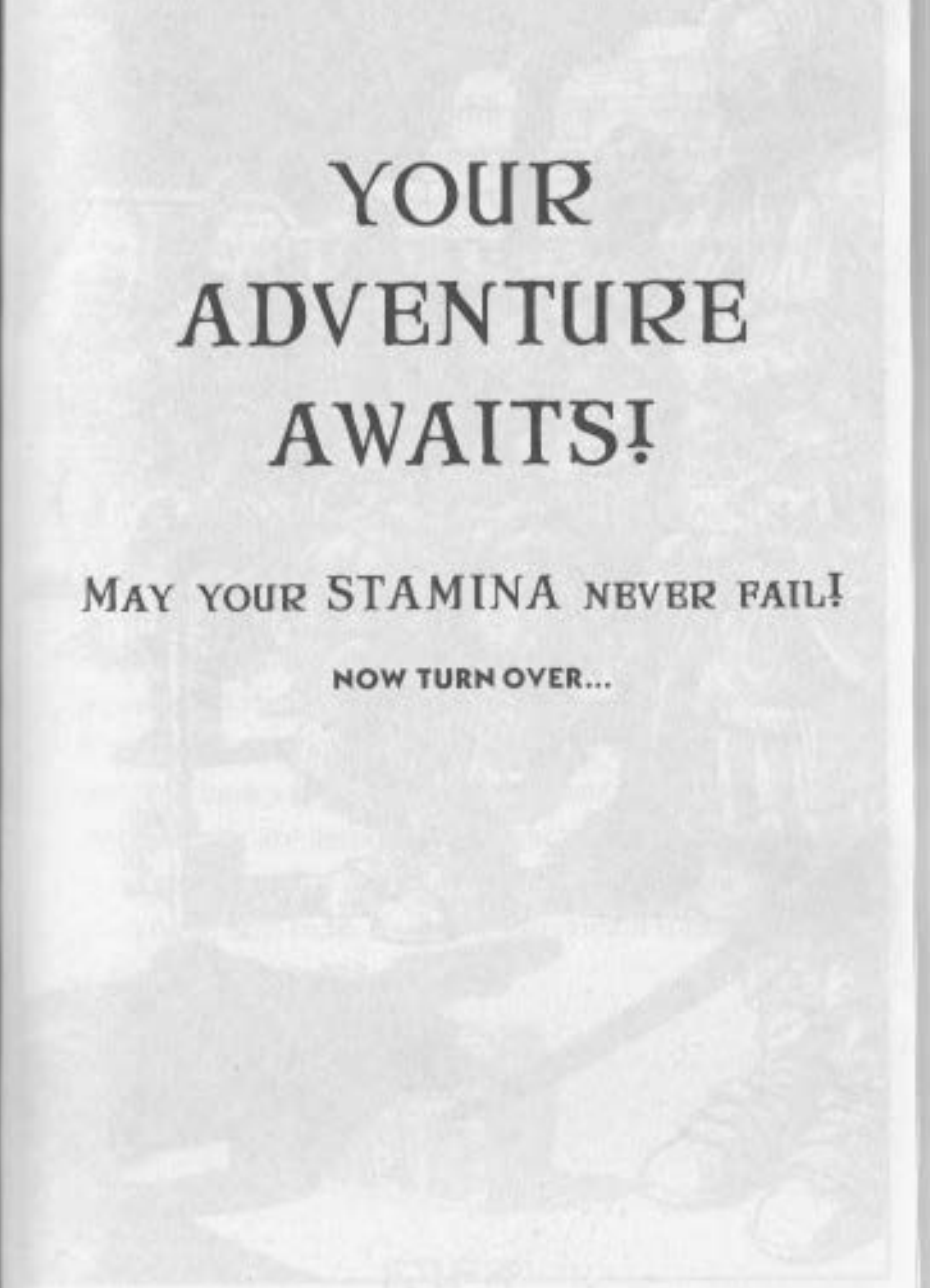
When the sun starts to go down, you are led to long wooden tables that are piled high with bowls of food. You sit down to a feast of vegetable soup, spit-roast chicken, grilled fish, cheese, fruit and honey. 'Enjoy your dinner!' a guard shouts out. 'It will probably be your last!' After the meal, you are taken to a log cabin, which you share with nine others, and told that you will be woken at sunrise to receive further instructions.

A bell tolls at dawn, and Carnuss's guards barge into your cabin, yelling at everybody to get up. When all the contestants are assembled outside, Lord Carnuss enters the camp and walks slowly up the steps of a small rostrum to address you. 'Welcome. Today is your day of destiny. Look around at your fellow contestants. Do they look stronger than you? Do they look smarter than you? Do you think you could defeat them in combat? As you can see, there are 120 contestants, all of you hoping to win the Golden Orb. Do you think that 120 contestants are too many to enter my dungeon? If you do, well, you are right! You will now be escorted to the Arena of Death where an elimination contest will take place. You will compete against one another until just twelve contestants remain who will have earned the right to enter my dungeon. I call it my Dungeon of Despair. It is filled with deadly creatures, lethal traps and horrific surprises,' he says with a beaming smile. 'Of the final twelve, eleven will most likely perish in the dungeon, and perhaps all twelve. But, with good fortune, wise decision-making and skilful combat, one of you might win through to claim the Golden Orb as your prize today. Be brave and be strong. May your swords be sharp and your wits sharper!' With his solemn words ringing in your ears, you watch Lord Carnuss leave the camp with his entourage following at a respectful distance.

# YOUR ADVENTURE AWAITS!

MAY YOUR STAMINA NEVER FAIL!

**NOW TURN OVER...**



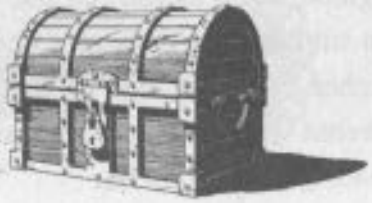


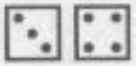
*All the contestants are suffering badly in the heat*

1

You are marched into the Arena of Death, which is a high-walled amphitheatre with a sand-covered floor and a bank of spectator seats circling the arena wall. With the spectator seats empty, an eerie silence prevails. The captain of the guard orders you to line up in twelve columns of ten. 'You will do everything I tell you to do. Stand to attention and do not move until Lord Carnuss is seated!' he shouts, barking out his orders. Without another word, he turns and leaves the arena.

The hours pass, but Lord Carnuss fails to appear. By mid-afternoon, the sun is unbearably hot, and you see that you are not the only one who is suffering in the heat. All the contestants are perspiring heavily, and some are swaying on their feet. You glance to your left and see Thump, who is grimacing but looking determined not to fail. You have a splitting headache, your mouth is bone dry, and you are desperate to quench your thirst. Lose 1 STAMINA point. If you want to take a sip of water from your flask, turn to **56**. If you want to remain standing to attention, turn to **323**.





2

As you approach the steps, you hear a whispering voice followed by sinister laughter. You stop and listen, but silence returns, only for the voice and laughter to begin again when you resume walking. When you reach the staircase, you hear a piercing scream as soon as your foot touches the first step. If you want to climb up the staircase, turn to **292**. If you want to go back and turn right at the junction, turn to **265**.



3

The narrow tunnel soon turns sharply left, and you walk along it for some distance in semi-darkness before it turns sharply right. You head east again, with the occasional screech of scurrying Rats breaking the silence, and eventually come to a junction. The tunnel carries straight on into the gloom as far as you can see. Looking left, you see that the tunnel soon ends at a doorway. There are burning torches on either side of the door, which you notice is covered with deep scratch marks. Curious, you decide to investigate. Turn to **48**.

4

A search of the room yields nothing else of interest other than a small copper charm in the shape of a beetle hidden in a crack in the wall. You may take the charm, and if you haven't done so already, you may look in the mirror (turn to **358**). If you would rather leave the room and walk along the corridor, turn to **331**.

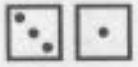
5

You rummage through the Ratmen's pockets and find a piece of chalk, a glass eyeball, a small bottle labelled Weezle Juice, a small cat carved out of black marble and a chewed bone. After taking what you want, you set off again. Turn to **236**.

6

It's not long before the corridor ends at a T-junction where it joins a wide passageway. You look left and right and see nothing unusual or of interest. If you want to turn left and head west, turn to **70**. If you want to turn right and head east, turn to **215**.





7

You walk slowly along the tunnel, passing several more iron doors in the left-hand wall that are all firmly locked. You arrive at the end of the tunnel where there is another iron door. You try the handle, but the door won't open. *Test Your Luck*. If you are Lucky, turn to **137**. If you are Unlucky, turn to **288**.

8

You slide the irons bars to one side and open the door. You are almost trampled on by a huge CYCLOPS that pushes past you to get to the chest and empty it out on to the floor. The chest is full of rotten meat, which smells so bad it makes you retch. A cloud of Black Fly swarms out of the chest and buzzes round the Cyclops' head as it gorges on meat, oblivious to everything. If you want to go into the Cyclops' chamber, turn to **300**. If you would rather sneak out of the room and head north up the passageway, turn to **230**. If you want to leave the room and run back down the staircase and turn right at the junction, turn to **265**.

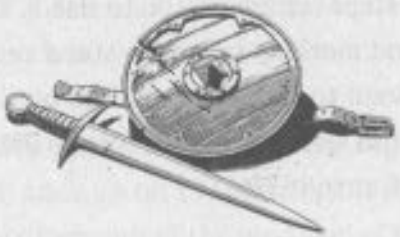
9

You wade through the murky water over to the left side of the cavern and climb the steps to enter the new tunnel and head north. Turn to **147**.



10

When you begin to speak, the Imp throws his head back and starts laughing hysterically. 'Talk? Talk? What is there to talk about? I just crashed my Spikle into the wall because of you. Give me a Gold Piece or I will summon somebody you wouldn't want to meet.' If you want to give the Imp a Gold Piece, turn to **81**. If you want to fight him, turn to **164**.



11

You try focusing on the words by holding the paper away from you, then closer to you, but still find it impossible to read. You put the paper in your pocket and look around the chamber. If you want to examine the objects on display, turn to **177**. If you want to walk over to the throne and pick up the Orb, turn to **228**.

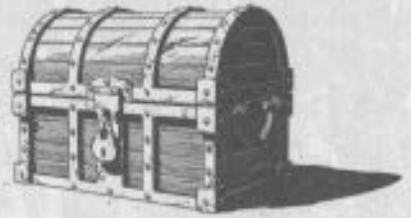
## 12

You soon arrive at a cave with its entrance surround carved into the shape of two fire-breathing dragons locked in battle. Standing there, waiting to greet you, is Lord Carnuss, resplendent in his purple robes. A huge crowd of people has gathered at the entrance, with everybody jostling for position, desperate to see the contestants close up. Carnuss motions for the crowd to hush so that he can be heard. 'I congratulate the six finalists. You are all heroes, but alas, there can only be one champion. Now, I want each of you to stand on one of the slabs over here,' he says invitingly, pointing to six numbered stone slabs on the ground in front of him. The Assassin makes her mind up quickly and stands on slab number 1, followed by Caldwell, who steps confidently on to slab 3. Thump jumps on to slab 6 and motions to you to stand next to him on slab 5. If you want to stand next to him on slab 5, turn to **40**. If you want to stand on slab 2, turn to **316**. If you want stand on slab 4, turn to **176**.



## 13

While the Troll Guard continues to insult you, you reach down and deftly slide the dagger out of your belt. You strike quickly, stabbing the Troll in the foot. He howls in pain and hops around on his other foot, cursing you. You seize your chance, grab your sword and run for the door at the back of the chamber. Turn to **392**.



## 14

You manage to get both hands on the rope handrail and haul yourself back up on to the bridge just as a swarm of RATS appears from out of the west end of the tunnel. Not wishing to face hundreds of the creatures, you decide to try to leap over the invisible hole in the bridge. Much to your relief, you land safely on the other side and watch with satisfaction as the Rats run on to the bridge and fall down the hole into the ravine. Add 1 LUCK point. Relieved to have survived the illusion trap, you head off east down the tunnel. Turn to **174**.



*A sickly gurgling sound erupts from the Zombie's throat*

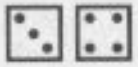


As they get closer, you see that the person is wearing armour that you recognize as belonging to one of the contestants. Although he is now wearing a chaos helmet that covers his eyes, you know it must be Caldwell, the Warrior-Knight. You call out his name, but he does not reply. He turns his head to one side at an odd angle as though he is listening for something. His body twitches occasionally, and you notice that he is walking erratically, stumbling slowly along. When he gets close, you see that some of the flesh on his face is missing, and yellow drool is dripping down from his broken jaw. A sickly gurgling sound erupts from his throat, and you realize that Caldwell has turned into a ZOMBIE and is lurching forward to attack you!

*CALDWELL* SKILL *8* STAMINA *8*

If Caldwell rolls a double during an Attack Round and wins the round, lose 2 additional STAMINA points caused by his Zombie bite. If you win, turn to **95**.





16

You are weak from holding your breath as you struggle to move inside the Glugg. Your skin feels like it is burning as the Glugg's gastric fluid starts to digest you. Lose 1 SKILL point and 4 STAMINA points. If you possess anything made of bronze, turn to **344**. If you do not have any bronze items, turn to **290**.

17

The Hobgoblin bites the Gold Piece before giving you the brass bell. 'You not me cheating,' he says, grinning. 'Not forgetting ringing bell when seeing Juggler Jak. If forgetting, him talking dopey and throwing stink at you!' The Hobgoblin makes a motion with his arm as though throwing a ball. 'Glass breaking. You snoring. Him stealing.' You thank the Hobgoblin for his advice, put the bell in your backpack and walk over to the archways. Turn to **393**.

18

The Dragonmaster stares at you from behind his mask for a while before saying, 'My instructions are that you cannot take the test without bone dice. But since this is the first test, I will give you the chance to win one of my dice. In return, you must give me all your food.' If you have Provisions and want to give them to the Dragonmaster, turn to **142**. If you want to attack the Dragonmaster, turn to **38**.

19

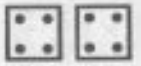
The Ghost-Witch stares at you and whispers coldly, 'Did you steal my cat?' If you want to reply 'Yes', turn to **160**. If you want to reply 'No', turn to **128**.

20

The Woodcutter nods his head in approval and says, 'Excellent. You have earned a reward.' He takes one of the hand axes off the wall and gives it to you. 'Listen carefully to the information I have for you. Further along this tunnel, you will come to a rope bridge over a narrow ravine. The bridge looks safe but it's not. It's an illusion. The middle boards are missing. If you walk across it, you will fall to your doom. I would advise you to jump over the ravine. It's not very wide. Now, I must ask you to leave as I still have lots of logs to chop up. I wish you good fortune on your quest.' With that, he opens the door, and you leave the room to carry on walking up the corridor. Turn to **386**.

21

As soon as you put on the armband, the door starts to swing shut. You dash for it and just make it through before the door slams shut behind you. The armband doesn't seem to have any magical properties, but it looks valuable. Turn to **249**.



## 22

Your arms ache painfully, but you somehow manage to keep the iron ball above your head. Without warning, the Ninja drops his iron ball, and screams angrily when it hits the ground. You drop your ball and sigh with relief as the Ninja is led away. You are exhausted after the ordeal and, worse still, the pain in one of your arms is getting worse. You have injured the shoulder of your sword arm. Lose 1 SKILL point and 1 STAMINA point. You are relieved to have won the contest and look around to see how Thump has fared. Turn to **310**.

## 23

You shout out to the Storeman, who wakes with a start and sits up, coughing and spluttering. He sees you and starts to panic. 'Don't attack me,' he pleads. 'I'm here to offer my goods to passing contestants. Everything you see costs 1 Gold Piece. I have lanterns, candles, rope, axes, leather gloves, water bottles, boots, hunting horns, canvas bags and Provisions. Take your pick.' If you want to buy any equipment or food, deduct 1 Gold Piece for each item and make a note on your *Adventure Sheet*. You say goodbye to the Storeman and leave the storeroom to head north. Turn to **116**.

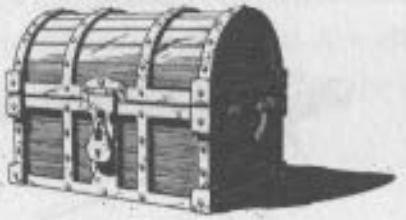
## 24

It feels like there are two items in the bag: a small ball and a small cube. You loosen the string and empty the contents of the bag into your hand. They are a solid brass ball etched with a dragon motif and a bone die. You put both items in your backpack and decide what to do. If you have not done so already, you can either pick up the sword (turn to **345**) or, if you want to keep on walking, turn to **145**.



## 25

It's not long before you come to a large hole in the tunnel floor. There is a rope suspended from the ceiling that drops down into the hole and disappears into darkness. You tug on the rope, which feels like it would support your weight. If you want to slide down the rope, turn to **378**. If you want to walk past the hole and on up the tunnel, turn to **232**.







## 26

You jump to one side, but are hit in the arm by an arrow. Lose 2 STAMINA points. You look to your left and see that the Assassin has been struck by another arrow, this time in the stomach. It doesn't stop her, and she runs towards the Zanth Archers, ready to attack them with her spear. You charge at the archers who fired their arrows at you, striking the first one down before he has time to fire another arrow at you. You fight the other two one at a time.

| | | |
|---|---|---|
| *First ZANTH ARCHER* | *SKILL 7* | *STAMINA 5* |
| *Second ZANTH ARCHER* | *SKILL 7* | *STAMINA 6* |

If you win, turn to **382**.



## 27

You wade knee-deep through the foul-smelling sewage water over to the stone steps, which you climb up to reach the door. It isn't locked, and opens into a long, dimly lit tunnel roughly carved out of the rock. The narrow tunnel is eerily quiet, and the air is cool and dank. You walk along the tunnel, which comes to a dead end at a locked iron door. Unable to open it, you walk back to the first door and down the steps. You walk along the ledge of the sewer in the direction of the slow-moving water and eventually see a speck of daylight in the distance. You soon arrive at the mouth of the tunnel where the sewage water pours out into the open sea below. You are trapped in the sewer, and with no way out, you have no option but to dive into the sea. You swim round to the harbour where you are hauled out of the water by guards and put on board a ship bound for the mainland. Your adventure is over.

## 28

The blade of the Vorpal Sword is heavy and sharp, causing large chunks of wood to splinter off the door. You manage to cut a hole large enough for you to climb through. You throw your backpack into the hole and dive after it with the ceiling just seconds away from touching the floor. Turn to **249**.



*A Warrior woman is battling huge Spiders at the bottom of the pit*

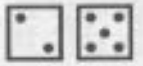
**29**

You walk through the doorway into a large room that has a silver chalice on a shelf on the far wall. A section of the stone floor in front of it has given way to reveal a deep pit. You walk to the edge of the pit and see a Warrior woman in leather armour at the bottom. It's Azurra Xang, the Assassin. She is frantically stabbing huge black SPIDERS with bodies the size of coconuts with her spear as they pour out of a large pipe protruding from the pit wall. She looks up and glowers at you without saying a word. If you want to help her climb out of the pit, turn to **260**. If you would rather leave her to fend for herself and take the silver chalice, turn to **396**. If you would prefer to leave the room immediately and walk on, turn to **124**.



**30**

You search through your backpack and find the tin. You begin to feel unwell as you prise the lid off and rub the brown, foul-smelling paste on to your wound. Much to your relief, the paste works immediately, killing the Parasites in your blood before infection takes hold. Add 1 STAMINA point. You look around and see a tunnel heading east out of the cavern. Turn to **3**.





31

You scan the shelves quickly and see spell books, treasure books, history books, mythology books, books of maps, books of monsters, books on the undead, books on the heroes of Allansia, books of artefacts, books of potions and more. There are hundreds of books in the library of which three titles intrigue you the most. Will you:

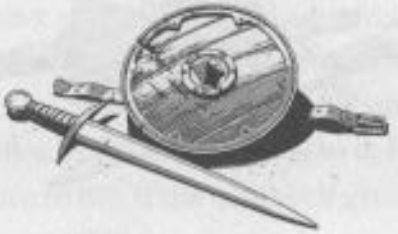
| | |
|---|---|
| Open the book entitled *Dead and Undead*? | Turn to **248** |
| Open the book entitled *Mages and Magic*? | Turn to **263** |
| Open the book entitled *Dungeon of Despair*? | Turn to **152** |
| Leave the library and continue up the corridor? | Turn to **179** |





32

You search the cave and discover a large tunnel entrance at the back of the cave that has been blocked up with boulders and rocks. The only way out of the cave appears to be the iron door you came in from. You bang on the door with the hilt of your sword and are relieved to see it open. The Dragonmaster beckons you back into his chamber and tells you to stand in front of his table. 'You did well to survive,' he says in his cold voice. 'Your final task is to unlock the door behind me. Did you find any gold Compass Keys in the dungeon? If so, place them on the table.' If you possess any numbered gold keys and want to put them on the table, turn to **239**. If you want to tell the Dragonmaster that you do not have any Compass Keys, turn to **148**.





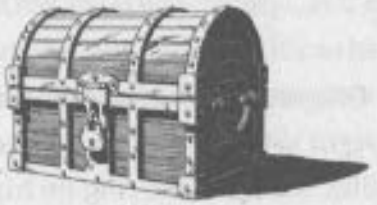
33

You are soon back at the junction, where you decide to head straight on. The roughly hewn tunnel walls become smoother and are interspersed with carvings of dragons and demons. The floor has a layer of sand on it with fresh footprints heading west. It's not long before the tunnel curves slowly round to the right, and, as you continue on, you hear the high-pitched laughter again. Suddenly a large, iron-rimmed wooden wheel with pyramid-shaped spikes comes hurtling round the bend at high speed. The wheel has footholds on the inside like a giant treadmill and is being ridden by a small green-skinned creature with a wide mouth, wild eyes, pointed ears and a long ponytail trailing behind him. It's a wicked IMP, and he is laughing manically as he steers his Spikle straight at you! Roll two dice. If the total is equal to or less than your SKILL score, turn to **286**. If the number is greater than your SKILL score, turn to **303**.



34

You climb up the steps as the GHOST-WITCH glides down silently until she stops no more than two steps away. You see that her feet are not touching the ground, but you sense that she is very real. She hovers over you, her head tilted to one side, with a wide-eyed, sickly grin on her face. 'You have not run away from me. How very kind of you,' she says in a scratchy voice, staring straight at you without blinking. 'I would be so lonely down here if it were not for my little cat Lawrence. He's so sweet. But I've lost him. I was reading in the library, and suddenly he was gone. Have you seen him?' If you want to reply 'Yes', turn to **156**. If you want to reply 'No', turn to **297**.



35

The Barbarian's feet slide out from under him, and he falls on the ground. Before he can stand up, your opponents seize their chance and give the rope a mighty heave, which pulls your team forward by half a metre. You yell at your team to lean as far back as possible with their legs straight out. Roll two dice. If the total is equal to or less than your SKILL score, turn to **102**. If the number is greater than your SKILL score, turn to **349**.



**36**

You check the throne carefully for hidden traps, but don't find any. If you want to pick up the Orb, turn to **228**. If you want to search the chamber, turn to **343**.

**37**

The Woodcutter sees you reach for your sword and quickly grabs two of the hand axes from the wall. Twirling the axes through the air, he steps forward to fight you.

*WOODCUTTER* *SKILL 6* *STAMINA 5*

If you win, turn to **374**.

**38**

When the Dragonmaster sees you draw your sword, he raises his right arm and points at you. A jagged bolt of lightning flies out from the ring on his finger and slams into your chest. The force of it sends you flying, and you smash your head against the back wall. Wracked with pain and barely able to move, you can do nothing but watch the Dragonmaster pull down a lever on the wall to open a trapdoor. He grabs your legs and drags you over to the trapdoor and pushes you down a chute. As you slide down, you hear him shout, 'Be gone with you!' Turn to **214**.

**39**

You sheathe your sword and walk down the steps to where the tunnel runs down to a dark, flooded cavern. The water looks jet black, with streaks of red luminescence caused by BLOODWORMS swirling around on the surface. All is quiet except for the sharp echo of water droplets falling from stalactites into the water below. The silence is suddenly broken by a piercing screech. A grotesque four-armed creature emerges from the gloom, striding quickly through the shallow water towards you. It has thin, pallid skin stretched over its large skull, and long spines protruding from its shoulders and down its back. It screeches again, louder this time, with its four arms raised, ready to attack. The creature is a HOWLING DEMON, and, as it closes in on you, its howls become terrifyingly loud. If you have drunk a Potion of Mind Control, turn to **283**. If you have not drunk this potion, turn to **118**.



40

You stand on the slab and watch the Monk stand on slab 2 and finally the Thief, who cautiously steps on to slab 4. Your heart begins to pound in your chest when Carnuss reaches for an iron lever protruding from the wall of the cave entrance. The crowd goes silent when he takes hold of it with both hands. 'Contestants, you are about to enter my Dungeon of Despair. When I pull down on this lever, you will drop through the floor. I should warn you that one of you will not survive the fall! If any of you want to change places with another contestant, do so now!' The Thief raises his hand and says, 'I'll swap if anybody else will?' The Assassin quickly agrees to swap slabs with the Thief, who seems to be enjoying himself. Now standing on slab 1, the Thief says jovially, 'Anybody else want to switch slabs?' If you want to change places with the Thief, turn to **299**. If you want to stay where you are, turn to **93**.

41

You check the box for traps, and, satisfied there isn't one, you slowly lift the lid. Inside, you find a silver key lying on top of a red silk cushion. Add 1 LUCK point. You take the key and await your next instruction, but the room remains silent. If you want to open another box, turn to **388**. If you want to open the door, turn to **165**.

42

The Gatekeeper nods his head and hands the Orb back to you. 'Congratulations,' he says with a wry smile. He takes a key out from under his robes, unlocks the bronze door and pushes it open. You breathe in deeply and walk out into bright sunshine to be met by a deafening roar. Turn to **400**.

43

Further along the tunnel, you stop to look at a large hole in the ceiling when you suddenly hear loud, stomping footsteps coming down the tunnel. You draw your sword and stand ready to face the oncoming creature. Turn to **261**.

44

You place your sword in the box and stoop down and walk through the archway. You follow the tunnel east until it makes a sudden left turn. You head north and walk on for fifty metres to where the tunnel comes to a dead end. There are two huge white clay hands with black-painted fingernails attached to the end wall. The left one is held out with its palm open, and the right one is a clenched fist holding a scroll. There is a sign on the wall, written in what looks like dried blood, which says, 'Pay 1 Gold Piece, no more, to learn the secret of the Dragonmaster's door.' If you want to place 1 Gold Piece in the palm of the hand, turn to **103**. If you want to try to pull the scroll out of the clenched fist, turn to **306**.





45

You put the key in the keyhole and hear a satisfying click as it turns in the lock. You open the door and step through into a long, dimly lit tunnel heading north. As you walk along in semi-darkness, you do not see a tripwire stretched across the passageway. *Test Your Luck*. If you are Lucky, turn to **274**. If you are Unlucky, turn to **321**.



46

You watch the coin land on the floor. It's a head. When you reach down to pick it up, you hear the noise of coins jingling behind you. You look inside the box and find a leather purse that contains 3 Gold Pieces. You take the coins and continue on up the passageway, pleased with your reward. Turn to **348**.

47

When all the contestants have chosen their partners, the officer makes an announcement. 'Bull's Eye is an archery contest. I hope you have chosen wisely because the targets for this contest are you, the contestants!' He sniggers, hardly able to contain himself. The spectators gasp when they hear his words. You know that High Elves are excellent archers and look over to see that she is smiling confidently. 'Form yourselves into two lines of fifty-five contestants, making sure you stand opposite your partner, thirty paces apart. You will be given a bow, and you must fire an arrow at your partner when you hear the trumpet sound. Anybody who is hit by an arrow will be eliminated, some fatally so.' You take your place in the line opposite the High Elf. Guards enter the arena to hand out the bows and arrows to the contestants. When you see the Elf's arrow aimed straight at you, you breathe in deeply and take aim at her. The crowd roars at the sound of the trumpet and you release your arrow. Roll two dice. If the total is higher than the High Elf's SKILL of 8, turn to **117**. If the total is 8 or less, turn to **389**.







*The gauntlets have sharp steel spikes and fingertips*

**48**

You examine the door and see that the scratch marks have been made quite recently. You try to open the door, but it is locked. You sense something is behind you and turn round to see a pair of steel gauntlets hovering in the air, moving slowly towards the door. The gauntlets have sharp spikes on the back, and fingers ending in pointed steel tips that look like long fingernails. If you want to grab hold of the gauntlets, turn to **208**. If you want to step to the side to let the gauntlets reach the door, turn to **253**.

**49**

The blade of your hand axe is blunt and makes little impact on the solid oak door. The ceiling continues to grind its way down the walls and there is nothing you can do to stop it. You try standing your sword upright on its tip on the floor, but the blade snaps under the weight of the ceiling. There is no way to escape being crushed. Your adventure is over.

**50**

The door is firmly locked. If you have a bronze key, turn to **277**. Or, if you have not done so already, you can slide open the peephole in the door (turn to **370**). If you don't have a bronze key and want to set off again, turn to **236**.

## 51

The door opens into a small room where you see a little old man cowering in the corner. He looks terrified. 'Don't attack me! Don't attack me,' he whimpers. 'I'm here just to look after the Lord Carnuss's paintings in the hallway. That's all I do. Nothing more. As you saw, he's a very good artist, but doesn't want everybody seeing paintings of his brother being savaged by monsters! I can't sell you a painting, but I can sell you an old ring I found. Give me 1 Gold Piece and it's yours. It looks like a magic ring to me.' If you want to buy the ring, turn to **167**. If you want to leave the room and open the door at the end of the corridor, turn to **309**.

## 52

You are exhausted after the long battle and are breathing heavily as you scramble over the carcass of the Raptorex. You walk on along the tunnel for some distance and are stopped in your tracks when you see a body lying face down in a pool of blood up ahead. For a moment, you think it is Thump, but when you get closer you see it is the mangled remains of a Goblin who must have been attacked by the Raptorex. A quick search of the Goblin's pockets yields a copper bracelet and some broken teeth. You throw the teeth away and examine the bracelet. There are mysterious runes etched on the inside. If you want to try on the bracelet, turn to **313**. If you would rather put it in your backpack and set off again, turn to **158**.

## 53

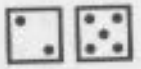
The Orc Skeleton does not move when you slide the silver armband off. You see it is intricately engraved with mysterious runes. If you want to put the armband on, turn to **21**. If you want to leave the room without it, turn to **249**.

## 54

You pour the oil on to the palm of your hand and start rubbing it on the bites that are now red and angry and are beginning to swell. The oil acts quickly and calms the swelling, and it doesn't take long for the itching to stop. Feeling calmer, you look inside the chest and see a finely crafted breastplate made of polished steel. If you want to try on the breastplate, turn to **204**. If would rather walk back down the tunnel to the T-junction, turn to **33**.

## 55

The Dragonmaster points to himself and says, 'I win. You have failed in your quest, but, thanks to the generosity of the great Lord Carnuss, your life will be spared for being the first contestant to get to this point.' The Dragonmaster pushes a lever down on the wall behind him, which opens a trapdoor in the floor above a chute. He tells you to slide down the chute, adding, 'Freedom awaits you.' If you want to slide down the chute, turn to **214**. If you want to attack the Dragonmaster, turn to **38**.



**56**

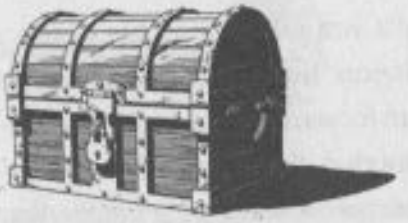
You reach down for your flask and are immediately set upon by two guards who beat you to the ground with their wooden staffs. Lose 2 STAMINA points. 'Stand to attention and do not move again until you are told to do so!' one of them screams at you angrily. You pick yourself up and resume your standing position with your headache now worse than ever. Turn to **323**.



**57**

You pull down on the lever and hear the rattling sound of chains in the distance followed by a dull grating sound. The grating sound gets louder and louder, and, seconds later, you see a giant dragon skull made of stone sliding down the tunnel at high speed towards you. There is nowhere to take shelter. You turn and run, but cannot escape from being run down and squashed by the giant skull. Your adventure is over.





**58**

You sit down in the chair, expecting a charge of energy to surge through your body, but seconds later you feel incredibly tired. You are unable to keep your eyes open and fall fast asleep. You are asleep for only a few seconds before your eyes pop open. You stand up, feeling strong and completely refreshed. Add 1 SKILL point and 2 STAMINA points. You stride up the tunnel and soon arrive at a junction. The new tunnel in the left-hand wall is narrow and has a very low ceiling. There is a terrible smell of rotten eggs coming from it and you decide to walk straight on. Turn to **115**.





**59**

The Goblin's aim is poor and his dagger flies harmlessly past you. Before he has time to throw another dagger at you, you run forward and launch a double-footed dropkick at the Goblin that sends him and his fellow guard tumbling down the stairwell, screaming loudly. You run down after them and find them both lying unconscious on the cavern floor. You rummage through their belongings and find two throwing daggers, a brass button, a small bottle of Mullweed Oil, a rabbit's-foot charm and a piece of stale bread. You eat the bread (gain 1 STAMINA point) and take what items you need before walking through the archway into the tunnel to head east. Turn to **207**.



**60**

You stand in front of the marble throne and press down gently on the dragon eyes. A section of the wall swings out to reveal a narrow passageway. If you want to pick up the Orb, turn to **228**. If you want to enter the passageway without the Orb, turn to **242**.



**61**

You are temporarily blinded by the searing rays of light. You hear the door open and close again, and the high-pitched sound of squeaking voices. You can just make out the blurred outline of two creatures standing in front of you with their long whiskered snouts poking out of their hooded robes, and you fumble for your sword to defend yourself. They are RATMEN armed with short swords, and you must fight them one at a time. Reduce your Attack Strength by 3 during each Attack Round for this battle only.

| | | |
|---|---|---|
| *First RATMAN* | SKILL 5 | STAMINA 5 |
| *Second RATMAN* | SKILL 5 | STAMINA 4 |

If you win, turn to **163**.







*A creature with spike-covered hide bounds up the steps on all fours*

**62**

The tunnel continues straight on, and eventually ends at a flight of stone steps that curve round to the right. You hear footsteps coming towards you at speed and draw your sword. A burgundy-coloured creature with a spike-covered hide comes flying round the bend and bounds up the steps on all fours with its red eyes fixed firmly on you. It doesn't stop, and leaps at you, slavering at the mouth. It is a vicious THORN DEMON, and you must fight it knowing that one bite of your flesh could be fatal. If you are fighting with a Vorpal Sword, add 2 points to your Attack Strength during each Attack Round for this battle only.

| *THORN DEMON* | SKILL *10* | STAMINA *8* |
|---|---|---|

If you win but lose one or more Attack Rounds during combat, turn to **140**. If you win without losing any Attack Rounds, turn to **39**.

**63**

Weakened by the poison, you must decide what to do. If you want to try to grab the glass object on the floor before you climb up the ladder, turn to **171**. If you want to climb up the ladder straight away to open the door, turn to **110**.

64

The Dwarf thanks you for the food and eats it quickly. He lets out a huge belch after he's finished eating and wipes his mouth with the back of his hand. 'That's better!' he says contentedly. 'Now, let me give you something in return.' He opens his leather bag and pulls out a small magnifying glass. 'I have a feeling you might need this,' he says, handing it over to you. 'This tunnel comes to a dead end so you might as well turn round and walk back with me. I'm going to try again to find a way out of this infernal dungeon.' You are soon back at the copper mouth entrance where you shake hands and say goodbye. 'Toodle-oo!' Diggle says cheerfully, and turns left to head south, mumbling to himself. You turn right and head north up the passageway. Turn to **138**.

65

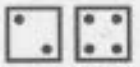
The tunnel eventually ends at a set of double doors. The Assassin runs ahead to listen at the doors. She looks back at you and shakes her head to signal that she can't hear anything. You draw your sword and watch her carefully open one of the doors and step through. She suddenly falls back through the door, holding her shoulder where an arrow is lodged. Turn to **298**.

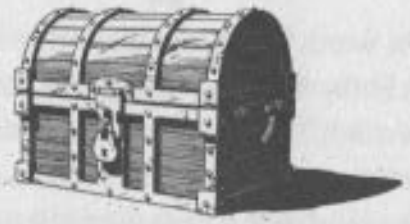
66

You say the words softly and almost immediately one of the panels in the bookcase set against the far wall begins to slide forward. There is an alcove behind the bookcase where you see a small wooden box on a stone shelf. You shake the box and hear something rattle inside. If you want to open the box, turn to **192**. If you want to leave the box on the shelf, and you have not done so already, you can either open the book entitled *Dead and Undead* (turn to **248**) or open the book entitled *Dungeon of Despair* (turn to **152**). If you want to leave the library and continue up the corridor, turn to **179**.

67

You take the iron key off the back of the door and put it in the lock. The key turns and the padlock pops open. You place the key in the second padlock, which also opens. You put the key in your pocket just as somebody suddenly starts thumping violently on the other side of the door. 'Meat! Meat! Give me meat!' an angry voice booms out. If you want to unbolt the door, turn to **8**. If you want to leave the door bolted, and you have not done so already, you can either eat the bread and cheese (turn to **168**) or open the chest (turn to **385**). If you would rather leave the room and head north up the passageway, turn to **230**. If you want to leave the room and run back down the staircase and turn right at the junction, turn to **265**.





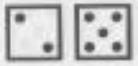
68

You think back to when you left the Assassin in the Spider Pit and stay silent. 'Lost your tongue?' she calls out menacingly. 'What goes around comes around, so don't expect any help from me. Think yourself lucky you are not sharing the pit with poisonous Spiders. Anyway, I must be going. It was nice not talking to you!' You watch her leap over the pit and disappear. You run your fingertips over the walls, searching for a crack or a secret door, but do not find anything. You sit down to rest, and, as the hours go by, you begin to lose hope. You stand up when you hear voices, but soon realize that they are not speaking a language you understand. Several heads appear over the edge of the pit. It's a patrol of ZANTH ARCHERS. They get very excited and draw their bows and fire down at you. Your adventure is over.

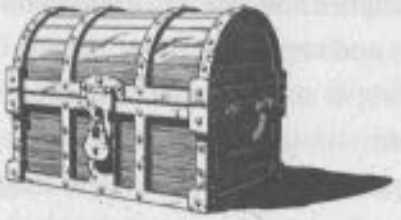


69

With the Man-Orc slain, you watch the final battle, which ends with the Barbarian slumping to the ground. All the spectators rise to their feet to applaud the victors. Even Lord Carnuss stands and claps. You are exhausted but relieved to have survived the elimination contest. While the spectators begin to make their way to the dungeon to watch the start of the contest, you look around the arena and see that the victors are the Monk, the Warrior-Knight, the Thief, the Assassin and Thump who punches the air triumphantly. You are led out of the arena by the officer and taken to a small building nearby to rest and eat. Add 2 STAMINA points. Nobody is talking and you decide to break the silence and introduce yourself to the others. The Thief bows and says, 'Greetings. Fingers Foley is my name, and thieving is my game. In case you were wondering, I was given the nickname "Fingers" not because it's a thief's name, but because my little finger was cut off as punishment for sneaking out of the Black Lobster tavern in Port Blacksand without paying for my drinks. I usually get away with it, but not in Port Blacksand.' Thump asks him how he was able to defeat the Priestess. 'Oh, that was easy. I didn't lose my thieving skills when I lost my finger! As we chatted while walking across the arena, I slipped her magic ring off her finger without her noticing! You should have seen the look on her face when she realized what I'd done!' The Monk is called Uzman Koh and says he is from Fang.



'Sukumvit raged for days when he heard about his brother's dungeon. Silly old fool!' he scoffs, leaning on his staff. The armoured Warrior-Knight is from Chalice and goes by the name of Caldwell. He is man of few words and looks to be quietly assessing everyone's strengths and weaknesses. The last contestant is Azurra Xang from Zengis. 'Watch your back. I'm an Assassin,' she says mischievously with a sly smile. Trumpets suddenly blare to signal that it is time for you to enter Carnuss's Dungeon of Despair. As you get ready to go, Thump whispers in your ear, 'Shall we make a pact not to fight each other in the dungeon?' If you want to make a pact with Thump, turn to **195**. If you do not want to make a pact with Thump, turn to **368**.



**70**

You set off west and notice that the passageway becomes wider, and the ceiling becomes higher. The passageway soon makes a sharp right turn, and you walk north for a while before arriving at a doorway in the left-hand wall. There are bloody footprints in front of the door and the handle is covered with fresh blood. If you want to open the door, turn to **359**. If you want to press on, turn to **154**.

**71**

Seeing nobody beyond the archway, you step through it and walk down the tunnel, passing the Warrior-Knight's body, before reaching the junction where you continue west. Turn to **80**.

**72**

The door opens into a small room that has bare stone walls except for the back wall, which has a row of axes hanging on nails. There is a small table in the corner with a large burning candle in a bottle, and a small, stoppered clay pot on top. In the middle of the room, standing in front of a large pile of logs, there is a long-haired, bearded man with his shirtsleeves rolled up who is busily chopping wood. His axe is sending wood chippings flying everywhere. He is focused on his task, and he doesn't look up when you enter the room. If you want to talk to him, turn to **295**. If you want to leave the room and carry on walking up the corridor, turn to **386**.

**73**

The Vampire Bat that bit you on the neck was not carrying any Parasites. You look around the cavern and see a passageway heading north out of it. Turn to **3**.

74

You dive down, but the Lava Demon's aim is true, and you are hit in the side by the ball of lava. The pain is intense, but you manage to scrape the lava off your skin with your sword. Lose 1 SKILL point and 6 STAMINA points. If you are still alive, you see the Lava Demon reaching down to pick up another handful of lava. You grit your teeth and stand up and run as fast as you can along the pathway round the fire pit into the new tunnel. Turn to **129**.

75

The Thief looks disappointed that nobody wants to change places with him, but he shrugs his shoulders as though he doesn't care. The crowd gasps when Lord Carnuss suddenly pulls down on the iron lever and the slabs fall away. You drop through a hole and find yourself sliding down a stone chute, landing with a splash into a stinking sewer. Lose 1 LUCK point and 1 STAMINA point. Pale light from amber crystals fixed to the walls reveals stone steps further along the sewer that lead up to a door in the wall. Looking the other way, you see several pairs of glowing red eyes in the distance that are slowly advancing towards you. If you want to wade through the foul-smelling sewage over to the steps to open the door, turn to **27**. If want to wait to find out what creatures are approaching, turn to **355**.



76

You search through your backpack and pockets, but cannot find an iron key. The Gnome sighs and says, 'Thank you for trying. Maybe somebody else will have one. If you were thinking of going north, don't. There's a lethal trap up ahead.' If you want to carry on heading north, turn to **247**. If you want to take the Gnome's advice and turn round, turn to **375**.



77

You head east and turn the corner to head north where the tunnel floor is bare stone, and the footprints are no longer visible. You see two magnificent oak chairs set opposite each other against the tunnel walls. They both have signs above them with the words 'Healing Chair' written in red ink. If you want to sit down on the chair set against the left-hand wall, turn to **225**. If you want to sit down on the chair set against the right-hand wall, turn to **58**. If you want to keep on walking, turn to **399**.



*There is a bronze statue of a Warrior looking to pick up a ring*

**78**

You pick up the sword that is radiating shades of blue light. It is a powerful Vorpal Sword that is imbued with magic. If you wish to take the Vorpal Sword, you must leave your own sword behind. You set off again and go down the stone steps. The tunnel soon turns left, and you head west for a while before coming to another junction. The tunnel carries straight on into the gloom as far as you can see. Looking right, you see that the tunnel soon ends at a doorway. There are burning torches on either side of the door, which you notice is covered with deep scratch marks. Curious, you decide to investigate. Turn to **48**.

**79**

The door opens into a small room that has smooth stone walls and a flagstone floor. On the far wall, there is a large, cracked mirror in a gilt frame of elaborately carved snakes, and in the centre of the room there is a bronze statue of a Warrior bending down as though he is about pick up the silver ring that is lying on the floor. Will you:

Look in the mirror? Turn to **358**
Pick up the silver ring? Turn to **126**
Close the door and walk up the corridor? Turn to **331**

**80**

The tunnel continues straight on, and you see nothing of interest until you come to the edge of a pit spanning the width of the tunnel. You cannot see the pit floor as it is covered by a seething mass of large Cockroaches crawling over each other. There is a frayed rope hanging from the ceiling over the pit. If you want to jump down into the pit and stride through the Cockroaches to the other side, turn to **119**. If you want to jump on to the rope and swing over the pit, turn to **308**.



**81**

The Imp looks a little surprised when you hand him the Gold Piece, but he says nothing and puts it in his pocket. You watch him dash over to his Spikle to examine it for damage. He picks it up and steps inside the wheel. 'What luck. It's not damaged at all,' he says sarcastically. He scoots off and disappears round the bend heading east. 'I'll get you again on the way back, wormbrain!' he shouts and starts laughing hysterically. The laughter soon dies away, and you set off again, now heading north. Turn to **104**.

**82**

You unlock the door and walk out of the room into a narrow corridor. You look right and see that the corridor soon ends at a blank wall. You look left and see that the corridor heads north for a while before turning left. You decide to go north, turning left and heading west until you come to a junction. Looking straight ahead, you see that the corridor carries on for some distance into the gloom. Looking right, you see there is somebody up ahead lying on the floor, propped up against the wall, groaning. He is holding a war hammer on his lap. It's Thump! If you made a bond with Thump, turn to **233**. If you did not make a bond with Thump, turn to **354**.

**83**

The officer looks along the line of survivors and says matter-of-factly, 'By my count, there are forty-seven of you left in the qualifying tournament. Lord Carnuss requires that number to be reduced to twelve within the hour. It is time to choose a partner for the next contest, which is called Heavy Metal. Do it now!' If you want to choose the burly Man-Orc on your left, turn to **377**. If you want to choose the bare-chested Barbarian on your right, turn to **234**.

**84**

When you place the Dragon Balls on the table, the Dragonmaster says in a sombre voice, 'Having only two Dragon Balls means you have a formidable task ahead of you. Follow me.' He walks over to the second iron door in the left-hand wall and unlocks it. He opens the door and beckons you to go through, saying, 'If you survive, knock on the door. I'll be waiting for you.' You draw your sword and walk into a large cave. You hear the door slam shut behind you and hardly have time to think before an enormous bare-chested creature with green skin strides towards you, wielding a massive axe with a double-sided axe head. It has small eyes and long tusks sticking out of its huge mouth. You must fight the ORC CHAMPION.

*ORC CHAMPION* *SKILL 10* *STAMINA 10*

If you win, turn to **32**.

**85**

You begin to panic as the ceiling continues to slide down. Lose 1 LUCK point. If you have a hand axe, turn to **246**. If you have a Vorpal Sword, turn to **28**. If you do not have either of these weapons, turn to **351**.

**86**

The tunnel continues on until you reach a narrow ravine that descends into the murky depths below. A narrow rope bridge crosses the ravine. If you want to walk across the bridge, turn to **200**. If you want to try jumping across the ravine, turn to **352**.

**87**

You walk quickly along the tunnel and suddenly catch sight of the Assassin who is drinking from her flask. You call out to her. She turns round and spits out a mouthful of water on the floor. 'Missing me already?' she says smugly, trying not to smile. 'I'm still willing to team up with you, but, seeing as how I saved your skin, I'm going to choose which way we go for the time being. Let's go!' As you walk along, you talk about the Golden Orb, wondering if you have already gone past it or whether it was still to be found up ahead. Turn to **65**.

**88**

You are breathing hard after the fight, and the acrid smell in the tunnel is making you feel sick. You wade knee-deep through the foul-smelling sewage water over to the stone steps. There is a hole in the wall next to the door. You peer into it but can't see anything. If you want to put your hand into the hole, turn to **305**. If you would rather open the door, turn to **27**.





**89**

You look round to see that the Monk has dealt with the second Troll, which lies sprawled out on the floor. There is blood seeping through the sleeve of the Monk's left arm, but he tells you that it's just a scratch. A search of the Trolls' clothing yields 4 Gold Pieces, which you share between you. You carry on walking west to where the passageway makes a sharp turn to the right. You continue north for a short distance until the Monk suddenly stops and holds up his hand. 'Wait. I think we are being followed,' he whispers, glancing behind him. 'You walk on so they can hear your footsteps, and I'll hide in the shadows here and ambush whoever it is.' Turn to **373**.

**90**

You insert the key in the lock and turn it slowly, and are relieved to hear it unlock. The Dragonmaster claps his hands slowly three times and says, 'Now you must select the key to open the third lock.' If you know which key to use, turn to the paragraph with the same number as the key. If you do not know which key to use, turn to **336**.

**91**

You walk over to the man whose eyes are ice blue. He looks at you without smiling and says very seriously, 'This is a Craggen Knife. I forged it myself. You will need one if you hope to survive today. I would be willing to sell this one for 2 Gold Pieces if you would like to buy it?' You look at the knife and see that it has an ornate handle and a long wavy blade made of bronze. If you want to buy the knife, turn to **371**. If you want to turn down his offer and catch up with Thump, turn to **12**.

**92**

You take the striker and hit the gong as hard as you can. A low-pitched sound rings out that is painful to listen to. You cover your ears, but there is no escaping the pain in your head, which will permanently affect your balance. Lose 1 SKILL point. If you want to continue walking north, turn to **138**. If you want to enter the new tunnel, turn to **362**.





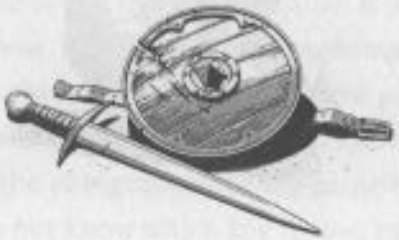
**93**

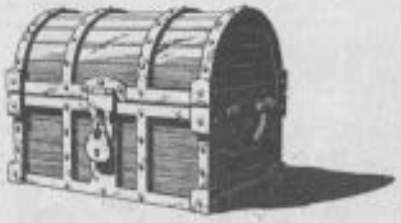
The Thief looks disappointed that nobody else wants to change places with him, but he shrugs his shoulders as though he doesn't care. He need not have worried. The crowd gasps when Lord Carnuss suddenly pulls down on the iron lever and the slabs fall away. You drop through the hole and tumble head over heels down a dark shaft to land on iron spikes at the bottom of a dark pit. Unable to move and bleeding profusely, you lose consciousness. Your adventure is over.



**94**

If you want to show the black cat to the Ghost-Witch, turn to **19**. If you would rather ignore the Ghost-Witch and walk past her up the stairs, turn to **160**. If you want to go back down the stairs and turn right at the junction, turn to **265**.

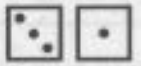




**95**

The Warrior-Knight has lost his backpack and has nothing on him other than a small leather purse on his belt. You empty the purse and find a ring made of bone and a small bottle labelled 'Potion of Mind Control'. There is a tiny crack in the bottle from where the liquid is seeping out. If you want to put the ring on your finger, turn to **330**. If you want to drink the last drops of liquid in the bottle, turn to **268**. Alternatively, you can continue east (turn to **243**) or turn round and go back to the junction to head west (turn to **80**).







*The Zombie lunges forward to grab you with its manacled hands*

**96**

You watch the man break free from his chains and suddenly leap off the page. He lands on the floor and grows quickly into a life-size figure standing opposite you. With green bile spilling out of his broken mouth, he utters a sickly gurgling sound from the back of his throat and lunges forward to grab you with his manacled hands. The spell has released the undead! Lose 1 LUCK point. You are being attacked by a flesh-eating ZOMBIE, and you must defend yourself!

| | | |
|---|---|---|
| *ZOMBIE* | *SKILL 7* | *STAMINA 7* |

If you win, turn to **338**.

**97**

The heavy door isn't locked. It opens with a loud creak, and you enter a large room with stone walls and a high ceiling. The room is completely empty except for the headless SKELETON of a large-boned humanoid creature standing at the back of the room. It has plate-steel shoulder pads with spikes protruding from them like the gauntlets, and a silver armband on its left arm. As you walk towards the Skeleton, the door slams shut behind you, and the ceiling starts to slide slowly down the walls, with the sound of stone grinding against stone filling the room. Within seconds, the ceiling is less than three metres above the floor.

You run to the door but it is firmly locked. If you are carrying an Orc skull, turn to **218**. If you do not have a skull in your backpack, turn to **85**.

**98**

You stand opposite the Thief, who looks dismissively at you and spits on the ground. The gates open and an ox-drawn cart piled high with large iron balls rolls slowly into the arena. The officer instructs everybody to take an iron ball from the cart and stand holding it above their head opposite their partner. The ball is very heavy, and you have difficulty in lifting it up. The Thief also struggles to lift his iron ball above his head. Your arms soon start to shake under the weight of the ball. The crowd cheers as balls begin to drop on to the ground all around the arena with a dull thud, and the eliminated contestants are led away by the guards. The muscles in your arms start to burn and you wonder how much longer you can last. Lose 2 STAMINA points. You glare at the Thief whose face is dripping with sweat. Roll two dice. If the total is higher than the Thief's SKILL score of 5, turn to **267**. If the total is 5 or less, turn to **166**.



**99**

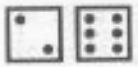
You uncork the bottle and watch white smoke seep out and swirl round the tunnel. The smoke begins to form itself into a humanoid shape with an evil ghostly face. It is a WILL-O'-THE-WISP. It spins round you several times before flying off east down the tunnel. When it has gone, you discover that everything made of glass you possess has turned to dust, rendering the items useless. Lose 1 LUCK point. If you want carry on east, turn to **201**. If you want to go back and join the Monk, turn to **271**.

**100**

One of the iron bars is loose, and you are able to prise it away from the wall with your sword. The Mouseling jumps up and down excitedly before pointing to himself and then the floor, signalling that he wants you to lift him down. If you want to do as he asks, turn to **183**. If you want to leave him where he is in the alcove and walk on, turn to **25**.

**101**

The tunnel leads to a steep flight of steps, going up, which end at a trapdoor. You push the trapdoor up, relieved that it isn't locked. You climb up into a small room that appears to be a storage room full of old furniture covered with a thick layer of dust. There is a door on the right-hand wall with a key in the lock. If you want to open the furniture drawers, turn to **397**. If you want to open the door, turn to **82**.



## 102

The Man-Orc digs his heels in, shouting at the top of his voice. You stop sliding forward, which gives the Barbarian the chance to take up his position on the rope again. The contest is now deadlocked with neither team able to pull the other forward. The Priestess suddenly lets go of the rope with one hand and points to the sky. A green flash sparks from her ring finger, and the rope suddenly feels easier to pull, as though an invisible hand is helping you pull it. You start to inch your way backwards, and all the wailing and grunting coming from your opponents cannot stop them from being pulled forward. The officer raises his sword when you have dragged them forward by a metre. The stone floor gives way beneath them, and you watch them fall into the void, screaming in terror. Turn to **213**.



## 103

You place the Gold Piece in the palm of the left hand and watch it close into a clenched fist. At the same time, the right fist opens to allow you to take the scroll. You unroll the parchment and see a short rhyme written on it in black ink.

*Note the degrees*
*Of the Compass Keys*
*To open the Dragonmaster's door*
*North is first*
*Then East and West,*
*South is number four*

You stuff the scroll into your backpack and check the walls for hidden doors and secret passages, but find nothing. You realize your only choice is to walk back to the last junction and head west. As you turn the corner, you don't notice a small panel in the ceiling drop down. Nor do you see the blowpipe appear that is aimed at you. *Test Your Luck*. If you are Lucky, turn to **136**. If you are Unlucky, turn to **315**.

## 104

You arrive at a doorway in the right-hand wall of the tunnel. You notice that there is a peephole in the middle of the wooden door. If you want to slide it open, turn to **370**. If you want to open the door, turn to **50**. If you want to keep on walking, turn to **236**.

**105**

The Gatekeeper looks momentarily surprised as you draw your sword. He frowns and points his ring finger at you, whereupon a jagged bolt of lightning slams into your chest. 'Fools and their fortunes are soon parted,' you hear him say as you lose consciousness. You wake up some time later to find yourself in the bowels of a ship bound for the mainland. Your adventure is over.

**106**

The Hobgoblin catches the key through the bars and lets out a whoop of joy. He unlocks the door and jumps down from the cage, still holding the bell. 'Carnuss's guards saying me dungeon people is freeing me. Not true. Not good. Thinking me never escape! Me free and telling you stairs climbing,' he says, pointing over his shoulder to the staircase with his thumb. He starts walking towards the tunnel you came from, but suddenly stops and looks back at you. 'Me forgetting little man with red hair, green pants. You meet, you ring this,' he says, ringing the bell. 'Him Juggler Jak. Him saying friend, but him not. Him thief. If him seeing, you ringing bell. Him hating bell.' The Hobgoblin places his hands over his ears and pretends to scream. 'Mine 1 Gold Piece. You buy cheap, cheap.' If you want to buy the brass bell, turn to **17**. If you want to decline his offer and walk over to the archways, turn to **393**. If you want to attack the Hobgoblin, turn to **227**.

**107**

When you place the Dragon Balls on the table, the Dragonmaster says in a sombre voice, 'Finding four Dragon Balls is impressive, but you still have a tough task ahead of you. Follow me.' He walks over to the second iron door in the right-hand wall and unlocks it. He opens the door and beckons you to go through, saying, 'If you survive, knock on the door. I'll be waiting for you.' You draw your sword and walk into a large, musty-smelling cave. You hear the door slam shut behind you and are immediately confronted by an ugly creature with a muscular body, long arms and long fingers that end in sharp claws. It has long curved tusks protruding from its drooling mouth. The CAVE TROLL sniffs the air and strides towards you, wielding a heavy wooden club. You must fight it.

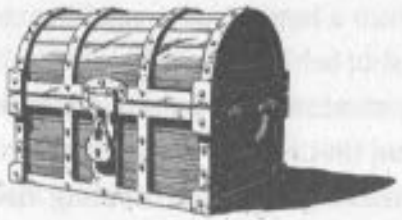
| *CAVE TROLL* | *SKILL 7* | *STAMINA 8* |
|---|---|---|

If you win, turn to **32**.



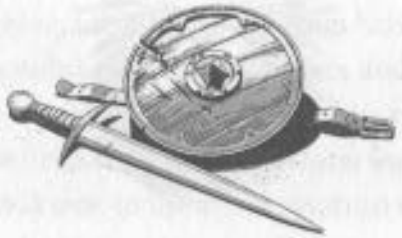
**108**

As you slide the panel open, a mouse runs across your feet. You instinctively look down and avoid being blinded by the deadly rays of light coming from the sunstone. You slam the peephole shut, realizing it was a trap. If you want to open the door, turn to **50**. If you want to keep on walking, turn to **236**.



**109**

The Gnome looks very pleased when you tell him you are going to try to unlock the manacle binding his ankle. 'You'll need an iron key for the manacle. Any iron key will do. They are all the same down here,' he says excitedly. If you have an iron key, turn to **332**. If you do not have an iron key, turn to **76**.





**110**

You scramble up the ladder and are very relieved to find that the door isn't locked. It opens into a dimly lit tunnel running left and right, which has rough stone walls, hewn out of the rock long ago by Carnuss's slaves. The air is cool and dank, and there is an eerie silence save for the occasional clang of a bell coming from a long way off. You peer into the gloom and decide which way to go. If you want to head west, turn to **7**. If you want to head east in the direction of the sound of the bell, turn to **328**.

**111**

You tap the silver ring several times and watch an ice storm erupt from it, covering the Lava Demon with a thick blanket of ice. You keep tapping to keep the ice storm flowing until the ring turns black, its magic spent. The cave fills with steam as the ice begins to melt. You seize your chance and run as fast as you can round the pathway to the far side of the fire pit into the new tunnel before the Demon can free itself. Turn to **129**.



*A man is sitting on a bench juggling three glass balls*

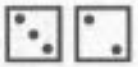
**112**

There is a T-junction up ahead where you see somebody sitting on a sturdy wooden bench, juggling three small glass balls. He's no more than a metre tall and has curly ginger hair. He is wearing a green cloak over a baggy shirt and pants. When he sees you, he catches the glass balls and jumps off the bench. 'Greetings! I'm Jak the jolly Juggler. You must be one of the contestants,' he says warmly. 'You look in need of a rest. Why don't you sit down for a while on this magic bench? It will revive you. It revived me.' If you want to sit down on the bench, turn to **390**. If you want to attack the Juggler, turn to **319**. If you have a brass bell, turn to **235**.



**113**

You hear a satisfying click as the key turns in the lock. You are almost blinded by a sudden flash as a high-voltage current passes from the key to your body, making you shake uncontrollably in agony. You are unable to let go of the key, and the Dragonmaster simply looks on as you drop to the floor in a smoking heap. Your adventure is over.



**114**

The Woodcutter gratefully accepts the food (deduct one of your Provisions) and places it on top of the pile of logs. 'I'm looking forward to eating soon, thank you. But, before I can give you the information, I have been ordered to ask you to solve a puzzle. Are you willing to do that?' If you agree, turn to **186**. If you want to attack the Woodcutter, turn to **37**. If you would rather leave the room and carry on walking up the corridor, turn to **386**.



**115**

The tunnel continues on for another twenty metres to where there is a stairway going down. You hear clanky footsteps and see an armoured SKELETON appear on the steps. When it nears the top, you see that it is dragging a huge glowing sword behind it and is struggling with the weight of it. The sword looks special, and you decide to fight the Skeleton to get it. You rush forward to attack the Skeleton, which looks barely able to lift the sword over its head.

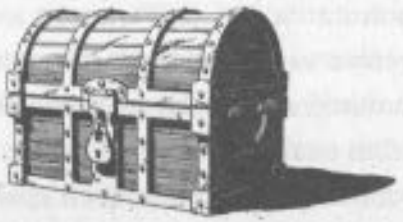
| | | |
|---|---|---|
| *SKELETON* | *SKILL 5* | *STAMINA 6* |

If you win, turn to **78**.



**116**

The corridor turns right, and you walk along it without incident until you come to a junction. Looking straight ahead, you see that the corridor carries on for some distance, fading into the darkness. Looking left, you see there is somebody up ahead lying on the floor, propped up against the wall and groaning. He is holding a war hammer on his lap. It's Thump! If you made a bond with Thump, turn to **233**. If you did not make a bond with Thump, turn to **354**.





**117**

There is an eerie whooshing sound of arrows flying across the arena, many of them hitting their targets. Miraculously, the High Elf's arrow misses you, whistling right past your left ear. There are gasps from the crowd as arrows thud into the contestants, including the arrow lodged in the Elf's shoulder. She pulls it out, cursing that she has been eliminated, and angry that her arrow missed you. Listening to the groans of the injured contestants, you are relieved to have survived. You scan the survivors and see Thump standing, hands on hips, with a big grin on his face. The trumpet blasts out again and the officer instructs the remaining contestants to line up against the wall opposite him while the injured are led out and the dead are dragged from the arena. You walk over to Thump and ask him what happened. 'I never learned how to use a bow and arrow so I figured that if I aimed to miss the Thug, I would be more likely to hit him. And I did!' he says, roaring with laughter. The officer looks along the line of contestants and says without any emotion in his voice, 'By my count, there are forty-eight contestants left in the tournament. Lord Carnuss requires that number to be reduced to twelve within the hour. It is time to choose a partner for the next contest. Do it now!' You agree with Thump's suggestion to split up, at least for now. If you want to choose the Thief on your left, turn to **98**. If you want to choose the Ninja on your right, turn to **184**.

**118**

You are paralysed by fear and unable to stop yourself from shaking uncontrollably. You try to focus your mind as the Howling Demon bears down on you to rip you apart with its four clawed hands in a frenzied attack. You draw your sword with trembling hands to defend yourself. Reduce your Attack Strength by 4 (or by 2 if you are wielding a Vorpal Sword) during each Attack Round for this battle only.

*HOWLING DEMON* *SKILL 12* *STAMINA 10*

If you win, turn to **367**.

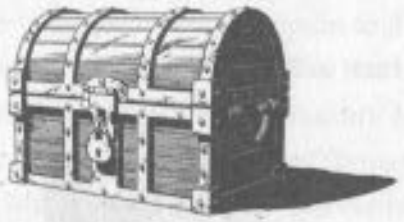


**119**

You jump down into the pit and find yourself knee-deep in Cockroaches. The smell is disgusting. The Cockroaches crawl all over you, but you get to the other side of the pit safely. You are about to climb out when your foot strikes something solid. If you want to plunge your hand into the Cockroaches to find out what it is, turn to **146**. If you want to climb out of the pit immediately, turn to **262**.

## 120

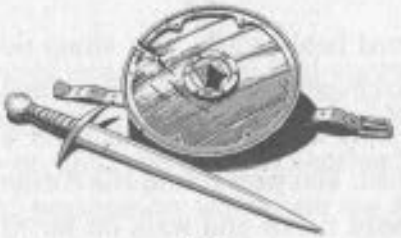
You manage to get both hands on the handrail, but, as you start to haul yourself up, you see RATS scurrying towards you along the rope. Some start to gnaw on your fingers, and others crawl down your arms and begin gnawing on your face. You try to shake them off, but more and more just keep coming. With virtually no flesh left on your fingers, you do not have the strength to hold on any longer. You fall headlong into the ravine and land on a bed of rocks thirty metres below. Your adventure is over.



## 121

You are roused from your deep slumber by somebody poking you in the ribs with the end of a spear. It's another TROLL GUARD. 'Wake up!' he grunts. 'I want you see who is about to slay you.' If you possess a dagger, turn to **13**. If you do not have a dagger, turn to **346**.





## 122

The box isn't locked, and inside you find some rusty nails and a copper ring. You throw away the nails and examine the ring. There are mysterious runes etched round the inside. If you want to put the ring on your finger, turn to **383**. If you want to put the ring back in the box and open the iron door opposite, turn to **251**.

## 123

The corridor continues west for fifty metres before turning sharply to the right. You head north and soon arrive at a doorway in the right-hand wall. If you want to open the door, turn to **172**. If you want to carry on walking, turn to **116**.

## 124

The tunnel finally comes to an end at a T-junction. There is a drawing on the wall in white chalk of a treasure chest and an arrow above it pointing east. Suddenly you hear high-pitched laughter coming from the left-hand tunnel. If you want to turn left and head west, turn to **181**. If you want to turn right and head east, turn to **340**.

125

With your sword held tightly, you stoop down and pass through the archway. Aware of being ambushed at any moment, you walk along the tunnel, ever alert, and see it turn left ahead. You peer round the corner, and, seeing nobody, you head north and walk on for fifty metres to where the tunnel comes to a dead end. There are two huge white clay hands with black-painted fingernails attached to the end wall. The left one is held out with its palm open, and the right one is a clenched fist holding a scroll. There is a sign on the wall, written in what looks like dried blood, which says, 'Pay 1 Gold Piece, no less, no more, to learn the secret of the Dragonmaster's door.' If you want to place 1 Gold Piece in the palm of the open hand, turn to **103**. If you want to try to pull the scroll out of the clenched fist, turn to **306**.

126

Keeping an eye on the statue, you reach down and pick up the ring. It feels ice-cold in your hand. If you want to put it on your finger, turn to **144**. If you would rather put the ring back on the floor and leave the room to walk up the corridor, turn to **331**. Alternatively, if you haven't done so already, you can look in the mirror. Turn to **358**.

127

The door swings open, and you find yourself in another narrow passageway. You hear the door close behind you, and you walk on until you come to another bronze door at the end of the passageway where you see a man wearing a dark blue coif cap and long robes sitting on a chair with his arms folded. When he sees you, he stands up and rubs his chin, and you notice that he has a large gemstone ring on his forefinger. 'Well, I never,' he says in a calm voice. 'Nobody was meant to survive this dungeon. But here you are. I presume you have the Golden Orb in your possession. I am the Gatekeeper, and I am obliged to authenticate the Orb before I can open the final door.' If you want to show the Orb to the Gatekeeper, turn to **206**. If you want to attack him, turn to **105**.



128

The Ghost-Witch smiles contentedly and says, 'That is wonderful. I am so happy that you found my little Lawrence. Please put him on my tray.' If you want to give the cat to the Ghost-Witch, turn to **221**. If you would rather keep the cat and walk past the Ghost-Witch, turn to **160**.



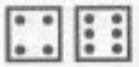
*There is a white marble statue of Lord Carnuss sitting on a throne*

**129**

You walk north along the tunnel for what seems like ages until it finally comes to an end at a magnificent gold door covered with intricate etchings of fire-breathing dragons. The Golden Dragon door isn't locked and opens into an opulent chamber that has a white marble floor and plush furnishings bedecked with statuettes, vases, inlaid boxes and ornaments. But what interests you the most is the white marble statue of Lord Carnuss sitting on a grand throne set against the far wall. He is holding a Golden Orb in his lap. If you want to examine the throne, turn to **36**. If you want to search the chamber, turn to **343**.

**130**

Thump counts the raised hands and says, 'That's seven in favour of the Priestess and five in favour of the Man-Orc. The Priestess will be our anchor.' Everybody takes up their position on the rope with the Barbarian at the front, with you and Thump in second and third position, and the Priestess at the back. You watch the opposing team take their positions on the rope with a Berserker at the front and a giant of a Warrior at the back as their anchor. Gripping the rope tightly, everybody leans back to take up the strain. The officer raises his sword and shouts, 'When I say heave, pull on the rope as hard as you can! The first team to drag the other team forward by a metre will be judged the winner. Get ready! One, two, three – heave!'



Sweating profusely in the heat, but encouraged by the grimacing faces of your opponents, you lean as far back as you can, pulling on the rope with all your might. The minutes pass, with neither team able to pull the other forward, when suddenly the Priestess lets go of the rope and points to the sky. A green flash sparks from her ring finger, and the rope suddenly feels easier to pull, as though an invisible hand is helping you pull it. You start to inch your way backwards, and all the wailing and grunting coming from your opponents cannot stop them from being pulled forward. The officer raises his sword when you have dragged them forward by a metre. The stone floor gives way beneath them, and you watch them fall into the void, screaming in terror. Turn to **213**.

**131**

You jump to one side, but are hit by two arrows, one in the arm and one in the shoulder. Lose 4 STAMINA points. If you are still alive, turn to **317**.

**132**

You check the box for traps, and, satisfied there isn't one, you slowly lift the lid. Inside, you find a silver key lying on top of a blue silk cushion. Add 1 LUCK point. You take the key and await your next instruction, but the room remains silent. If you want to open another box, turn to **388**. If you want to open the door, turn to **165**.



**133**

After changing places with him, Fingers looks at you with a smug smile on his face. 'One thing I've learned during my years as a thief,' he says, grinning, 'is how to detect traps!' The crowd gasps when Carnuss suddenly pulls down on the iron lever and the slabs fall away. You drop down the hole and tumble head over heels down a dark shaft to land on iron spikes at the bottom of a dark pit. Unable to move and bleeding profusely, you lose consciousness. Your adventure is over.

**134**

You climb out of the water and find Bloodworms inside your clothing that are sucking your blood. You manage to pull them all off, but they leave deep red marks on your skin that are painful to the touch. Lose 2 STAMINA points. You climb the steps to the new tunnel and head north. Turn to **147**.



135

The chest isn't locked. You lift the lid and are immediately enveloped by a dense cloud of tiny MOZFLIES with their ultra-fast-beating wings making a loud buzzing noise. You swat them with your hands, but they get in your mouth, your nose, your eyes, your ears, your hair and even inside your clothing. The attack does not last long, and the Mozflies fly off down the tunnel in search of new prey. You are covered in bites and begin to itch terribly all over. If you possess a small bottle of Mullweed Oil, turn to **54**. If you do not have Mullweed Oil, turn to **318**.

136

A small dart is fired at you by an unseen assailant, but it flies past your head. You hear it hit the floor and run off down the tunnel, not stopping until you reach the stone archway. If you left your sword in the wooden box, turn to **252**. If you are still carrying your sword, turn to **71**.

137

While holding the door handle, a small poisonous SPIDER hidden in a crevice above the door drops down on its silk thread on to the back of your hand. But, before it has chance to bite you, you flick it off your hand and watch it scurry away into the gloom. Unable to open the iron door, you have no choice but to turn round and walk back in the direction of the sound of the bell. Turn to **328**.

138

Ahead, you see a wooden box that is fixed to the left-hand wall. It has a hinged lid with a coin engraved on it. There are some words below the coin, which read: 'Heads for a Purse, Tails for a Curse'. You lift the lid up and find a shiny copper coin inside the box. If you want to toss the coin in the air, turn to **258**. If you want to keep on walking, turn to **348**.

139

Picking a passage through the candles, you walk over to the shelf and see that the helmet is finely crafted and has a full face guard. If you want to try the helmet on for size, turn to **210**. If you want to put it back on the shelf, and if you have not done so already, you can examine the shield (turn to **325**) or, if you want to leave the room and continue walking up the tunnel, turn to **86**.

140

If you are wearing a bone ring, turn to **199**. If you are not wearing this ring, turn to **182**.



**141**

The spectators are finally allowed into the arena late in the afternoon. They cheer the contestants, some of whom look as though they are about to pass out from heat exhaustion. By the time the arena is full, ten contestants are lying face down in the sand. A trumpet fanfare blasts out to signal the arrival of Lord Carnuss. The spectators stand to applaud him as he takes his place on his ornate throne while the unconscious contestants are dragged out of the arena, their contest over before it has even begun. Carnuss raises his arms to silence the trumpet and acknowledge the crowd. Standing next to Carnuss is a tall, mean-faced officer in a red uniform who steps forward to address the contestants with his sword raised in the air. 'Thank you for your patience,' he says insincerely. 'You may now drink water.' You do so eagerly – add 1 STAMINA point. 'As you have been informed by Lord Carnuss, only twelve of you will enter the Dungeon of Despair. Ten contestants have been eliminated already, and another ninety-eight are about to be eliminated in a qualifying tournament. The first round is called Bull's Eye, and you will need a partner for this contest. Choose one now!' With no information to go on, you look at the people closest to you. If you want to team up with Thump, turn to **291**. If you want to choose the High Elf, turn to **47**. If you want to choose the Pirate, turn to **361**.

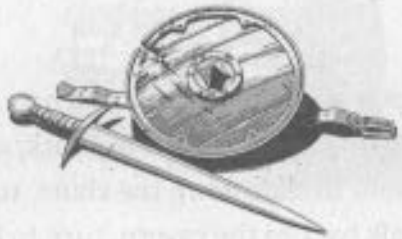


**142**

You place your Provisions on the table (make a note on your *Adventure Sheet*) and watch the Dragonmaster put his hands behind his back. He waits a few seconds before saying, 'I am holding a die in one of my hands. You must guess which hand it is in. Guess correctly and you can play the game. Guess wrongly and it's game over for you.' If you want to choose his left hand, turn to **341**. If you want to choose his right hand, turn to **205**.

**143**

You are infected by the Ghoul's toxic blood. You feel your limbs stiffen, making it difficult to wield your sword. Your body goes numb, and you are unable to move. You remain conscious, but are completely paralysed. The Ghoul licks its festering lips in anticipation of its next meal. You are about to be eaten alive. Your adventure is over.





**144**

You notice the number 111 etched on the inside of the ring as you slide it on to your middle finger. The statue's eyes flick open, and in a low voice it hisses a chilling warning. 'They who steal the Ring of Ice, my sword will cut and chop and slice!' The Warrior statue stands up, draws its sword and steps down from its plinth to attack you. If you want to fight the BRONZE WARRIOR, turn to **231**. You may Escape, but you must lose 2 STAMINA points as the Warrior will wound you as you flee. Turn to **331**.



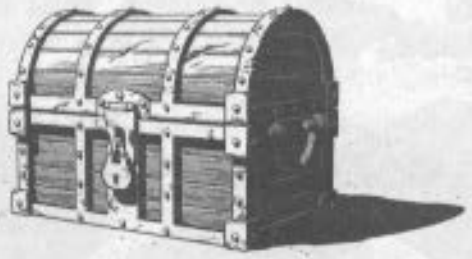
**145**

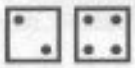
The corridor soon comes to a dead end. There is a trapdoor against the wall that lifts up to reveal a dark, spiral-shaped chute. If you want to slide down the chute, turn to **320**. If you want to walk back to the cavern, turn to **169**.



**146**

You reach down and touch what feels like a large iron ring handle. You pull the handle and lift up a trapdoor with Cockroaches running up your arm and watch thousands of the hissing insects disappear down a shaft. You peer down the shaft and see that it gives access to a tunnel below heading north. If you want to slide down the shaft into the new tunnel, turn to **329**. If you want to climb out of the pit, turn to **262**.







*A giant horned creature rises up from the lava belching fire*

**147**

The tunnel has a gentle incline, and you feel the air getting noticeably hotter. The tunnel leads into a large cave that is a bubbling cauldron of molten lava. You see that there is a narrow stone pathway running round the edge of the fire pit along the left-hand wall to another tunnel entrance. As soon as you set foot on the pathway, a giant horned creature enveloped in flames and belching fire rises slowly up from the lava with smoke escaping from the many fissures on its torso. It is a LAVA DEMON, a malevolent creature made of molten rock. It reaches down to scoop up a handful of lava to hurl at you. If you are wearing a Ring of Ice, turn to the number that is etched on the inside of the ring. If you do not have this ring, turn to **296**.

**148**

The Dragonmaster remains silent for a few moments before saying in a stern voice, 'That is a grave error on your part. You have failed in your quest, but, thanks to the generosity of the great Lord Carnuss, your life will be spared for being the first contestant to get to this point.' The Dragonmaster pushes a lever down on the wall behind him, which opens a trapdoor in the floor above a chute. He tells you to slide down the chute, adding, 'Freedom awaits you.' If you want to slide down the chute, turn to **214**. If you want to attack the Dragonmaster, turn to **38**.

**149**

You see your opponent shaking under the weight of the iron ball, but you are shaking too, with the burning pain in your arms almost unbearable. Turn to **166**.

**150**

The Gatekeeper shakes his head and says, 'Not knowing his age is disrespectful to Lord Carnuss. That means you cannot win the Orb. I will open the door and you must leave here now without the Orb.' If you want to accept the Gatekeeper's ruling, turn to **326**. If you want to attack the Gatekeeper, turn to **105**.



**151**

You find a gold key on a chain around the Cyclops' neck with the number 270 stamped on it. You put the key in your pocket and search the chamber. Finding nothing else of interest, you think about which way to go. If you want to leave the room and head north, turn to **230**.If you want to leave the room and go back down the staircase and turn right at the junction, turn to **265**.

**152**

You begin turning the pages and soon realize that it is a book about the construction of Lord Carnuss's dungeon. There are mentions of 'locks' in the bowels of the dungeon, and warnings about Dragons and Demons. Puzzled and wanting to learn more, you skip to the back of the book where you find floor plans of the dungeon. You recognize the entrance and the tunnel, staircase and corridor that led you to the library. On the next page, you see that the east corridor you are in turns north and ends at what looks like a chute down to a tunnel. The following page shows that the north end of this tunnel has two rooms off it before coming to a rope bridge over a ravine. The tunnel continues north, with another room off it, before ending at a T-junction. The rooms on the left side of the tunnel are marked Candle Room and Spider Pit Room. The room on the right side is marked Firewood Room. You turn the page, but, much to your annoyance, the remaining pages have been ripped out of the book. You put it back on the shelf and decide what to do. If you have not done so already, you can either open the book entitled *Mages and Magic* (turn to **263**) or open the book entitled *Dead and Undead* (turn to **248**). If you want to leave the library and continue up the corridor, turn to **179**.

153

You jump on to the rope and slide down it until you reach the tunnel entrance. You suddenly feel a sharp pain in your leg where you have been hit by a small object. Blood starts to trickle down your leg. Lose 1 STAMINA point. You look in the tunnel and see the Troglodyte loading a stone into his slingshot. You push back against the wall and swing on the rope, aiming to dive feet first into the tunnel. Roll two dice. If the total is equal to or less than your SKILL score, turn to **188**. If the number is greater than your SKILL score, turn to **256**.

154

You walk on for some distance and see a small man with a long grey beard sitting cross-legged on the floor, leaning back against the tunnel wall. As you get closer, you see that he is a GNOME and that he is chained to the wall by his ankle. There is a sign fixed to the wall above his head that says 'Free Food'. You ask him what the free food is, and he replies, 'Me. I am the free food. I've been left out here for the Raptorex to eat. One of the Troll Guards put up that sign. It's not funny.' If you want to try to free the Gnome, turn to **109**. If you want to leave him and walk on, turn to **247**.

155

The arrow fired by Thump flies over your head, missing you by some distance. The crowd gasps as the contestants fall to the ground, groaning, clutching the arrows lodged in their torsos. The trumpet sounds again, and the officer instructs the remaining contestants to line up against the far wall while the injured are led out and the dead are dragged from the arena. You walk over to Thump and ask him why he aimed at you. 'I was never taught how to use a bow and arrow so I figured that if I aimed it at you, I would be bound to miss!' he says, roaring with laughter. You tell him that having seen him aim at you, you aimed at him, but missed. 'That's not funny,' he says, frowning. 'Let's not risk fighting each other again. We should split up for the next contest.' The officer looks along the line of contestants and says coldly, 'By my count, there are forty-eight contestants left in the tournament. Lord Carnuss requires that number to be reduced to twelve within the hour. It is time to choose a partner for the next contest, which is called Heavy Metal. Do it now!' If you want to choose the Thief on your left, turn to **98**. If you want to choose the Ninja on your right, turn to **184**.



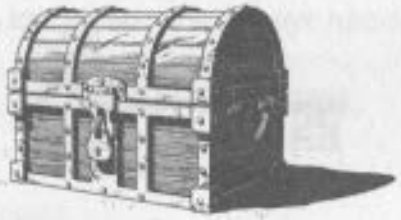
**156**

The Ghost-Witch's eyes light up and she closes in on you, almost touching your nose with hers. 'Where is he?' she asks excitedly in a soft, breathy voice. If you possess a small cat made of black marble, turn to **94**. If you want to tell the Ghost-Witch that you do not know where the cat is, turn to **297**.



**157**

As you are pulled towards the Bloodbeast, you become aware of a noxious smell of gas coming from its lair that makes you feel dizzy and light-headed. You struggle to draw your sword with your free hand, but pass out, unaware of being dragged into the pool of toxic slime inside the Bloodbeast's lair. Once the slime has softened you up, the Bloodbeast will feast on your flesh. Your adventure is over.





**158**

Ahead, you see a wooden door in the right-hand wall from which you hear the sound of somebody chopping wood. If you want to open the door, turn to **72**. If you want to carry on walking up the corridor, turn to **386**.

**159**

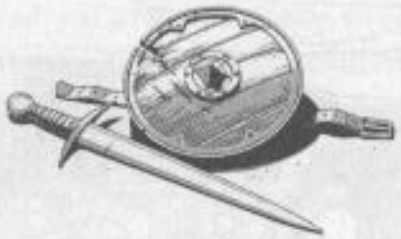
You shake the Assassin's hand, telling her that you wouldn't normally form an alliance with an Assassin, but this dungeon isn't normal. You see the faintest of smiles on her face before she turns and strides off up the tunnel. You catch up with her and talk about the Golden Orb, wondering if you have already gone past it or whether it was still to be found up ahead. You are deep in discussion when you come to a new passageway in the right-hand wall. 'Seeing as how I just saved your skin, I'm going to choose which way we go for the time being,' she says forcefully. 'We are going to head north!' You turn right and soon arrive at the entrance to a narrow tunnel in the right-hand wall that has a rough stone floor sloping downwards into darkness. 'I don't like the look of that tunnel. Let's keep going north,' she says without stopping. Turn to **65**.



**160**

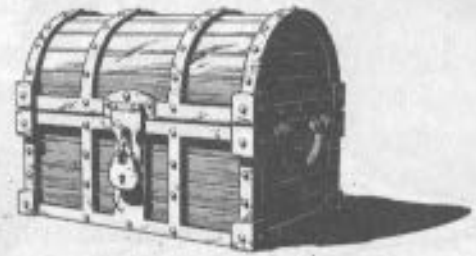
The Ghost-Witch's eyes widen, and she lets out a high-pitched screech that echoes down the passageway. She glides down the staircase and reaches out with a bony hand that passes through you as though you are a ghost yourself. You feel a sudden chill, and a sensation like an ice-cold hand squeezing your heart. Lose 1 SKILL point and 5 STAMINA points. If you are still alive, you watch the Ghost-Witch glide down the passageway and disappear left round the corner. If you want to climb to the top of the staircase, turn to **327**. If you want to go back down the steps and turn right at the junction, turn to **265**.





**161**

The Hobgoblin points to his left and says, 'Key! Look! There!' You walk to the back of the cavern, turn over a large stone and find a brass key underneath it. 'Throw to me! Quick!' the Hobgoblin shouts impatiently. If you want to throw the key up to Hobgoblin, turn to **106**. If you would rather keep the key and walk on, turn to **393**.





*The door bursts open on to a multi-eyed creature with spiked teeth*

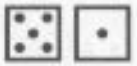
**162**

You unlock the door and turn the handle. The door bursts open and you are immediately struck by a giant tongue that whips out from a huge mouth lined with the long, spiked teeth of a multi-eyed creature. Its head is pressed hard against the door frame, filling it completely. You are staring into the slavering mouth of a terrifying BLOODBEAST! Roll two dice. If the total is equal to or less than your SKILL score, turn to **220**. If the number is greater than your SKILL score, turn to **289**.



**163**

Your sight gradually returns but not quite fully. Everything you see around you is slightly out of focus. Lose 1 SKILL point. You rummage through the Ratmen's pockets and find a piece of chalk, a glass eyeball, a small bottle labelled Weezle Juice, a small cat carved out of black marble and a chewed bone. After taking what you want, you set off again. Turn to **236**.



**164**

The Imp looks a little apprehensive when you draw your sword. He quickly turns and dashes over to his Spikle. He picks it up and steps inside the wheel. 'What luck. It's not damaged at all,' he says smugly. He scoots off and disappears round the bend, heading east. 'I'll get you again on the way back, wormbrain!' he shouts and starts laughing hysterically. The laughter soon dies away, and you set off again, now heading north. Turn to **104**.

**165**

You reach the door and place the key in the lock only to find that the door isn't locked after all. You leave the room to head west along the tunnel. Turn to **198**.



**166**

You begin to lose your grip on the iron ball and, much to the delight of your opponent and the cheering crowd, there is nothing you can do but let it drop to the ground. A guard grabs your arm and leads you out of the arena. You can't believe that you are out of the contest so soon. Your adventure is over.

**167**

The old man pockets the Gold Piece and hands you a tarnished white-gold signet ring that has a sword etched on its face. 'Go on, put it on,' he urges. You slide it on to your little finger and suddenly feel extra alert. It is a Ring of Dexterity that will improve your combat skills. Add 1 SKILL point and 1 LUCK point. You thank the old man and leave the room, turning left to open the door at the end of the corridor. Turn to **309**.

**168**

The bread is stale but edible, and the cheese tastes sour even after cutting off the mould. But you are hungry and devour everything on the plate, washing it down with slugs of water. Add 2 STAMINA points. If you have not done so already, you can either open the chest (turn to **385**) or try to open the door at the back of the room (turn to **67**). If you would rather leave the room and head north up the passageway, turn to **230**. If you want to leave the room and run back down the staircase and turn right at the junction, turn to **265**.

**169**

You hurry back along the corridor, passing two doors until you reach the staircase. You hear murmuring voices and the sound of footsteps in the stairwell. If you want to draw your sword and face whoever is coming up the staircase, turn to **364**. If you want to run back down the corridor and slide down the chute, turn to **320**.

**170**

The Dragonmaster watches you place your charms on the table and says, 'For each charm you give me, I will let you add 1 to your dice roll total. The game will now begin.' You roll your dice at the same time as the Dragonmaster rolls his three dice. The total of his three dice is 9. If the total of your dice and bonus is 9 or less, turn to **55**. If the total is 10 or greater, turn to **357**.

**171**

You reach down to pick up the object, which you discover is a glass jar containing 2 Gold Pieces. You decide to climb up the ladder before any more Snakes strike you. Turn to **110**.

**172**

The door isn't locked and opens into a storeroom with shelves stacked with dungeon equipment. The floor is crammed with barrels and boxes, and at the back of the room there is a portly man in a white apron sitting on a chair with his legs up on the counter, fast asleep and snoring loudly. If you want to wake the Storeman, turn to **23**. If you want to close the door and carry on walking up the corridor, turn to **116**.

**173**

The narrow passageway continues north, and you soon arrive at a solid oak door in the left-hand wall. You listen at the door but hear nothing. If you want to open the door, turn to **97**. If you want to continue walking, turn to **249**.

**174**

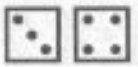
You pass by a water fountain in the left-hand wall. It is in the shape of large fish head from which water is gushing out of its mouth into a stone bowl. If you want to drink at the fountain, turn to **302**. If you want to press on, turn to **365**.

**175**

The Dragonmaster taps his fingers on the table and says disdainfully, 'Four Compass Keys are needed for this test. No more, no less. It is unfortunate that you failed to find them, but that is what Lord Carnuss expected, of course.' Turn to **336**.

**176**

You stand on the slab and watch the Monk stand on slab 2 and finally the Thief, who steps cautiously on to slab 5. Your heart begins to pound in your chest when Lord Carnuss reaches for an iron lever protruding from the wall of the cave entrance. The crowd goes silent when he takes hold of it with both hands. 'Contestants, you are about to enter my Dungeon of Despair. When I pull down on this lever, you will drop through the floor. I should warn you



that one of you will not survive the fall! If any of you want to change places with another contestant, do so now!' The Thief raises his hand and says, 'I'll swap if anybody else will?' If you want to change places with Fingers, turn to **133**. If you want to stay where you are, turn to **342**.

**177**

The statuettes are of demons and dragons, and the vases all contain bunches of long-stemmed black roses. The ornaments are of no use to you, but you open a small black-lacquered box on a side table and find a gold signet ring engraved with a dragon's head. If you want to put the ring on your finger, turn to **211**. If you would rather put the ring back in the box and walk over to the throne to pick up the Orb, turn to **228**.

**178**

You head west with the Monk, exchanging stories about the dangers you have faced in the dungeon. 'The Goblins were easy to defeat,' he says boastfully, 'but I was nearly eaten by a Raptorex. I had to hide in an alcove while it rampaged through the tunnel. But I did manage to squeeze some information out of one of the Troll Guards I gave a bit of a clobbering to before leaving him to rot in a cell. He agreed it was better than me leaving him chained to the wall for the Raptorex to find. He told me that you need special keys to escape from the dungeon. They are the four gold Compass Keys. Each one has a number stamped on it that represents the cardinal points on a compass. The north key has 360 stamped on it, the south key has 180 stamped on it and so on. Have you found any?' Before you can answer, you see two tall, stocky figures in leather armour running towards you, wielding long spears. They have green warty skin and huge tusked mouths. They are TROLL GUARDS. 'These Guards are beginning to annoy me,' says Uzman, sounding a bit bored. 'You take the one on the left, and I'll deal with the one on the right.'

*TROLL GUARD* *SKILL 9* *STAMINA 9*

If you win, turn to **89**.



**179**

You follow the corridor east until it turns left and heads north. Around the corner you see the body of a Troll Guard propped up against the left-hand wall with a bloodied sword across his lap and a small drawstring bag hanging from his belt. If you want to take the sword, turn to **345**. If you want to take the bag, turn to **24**. If you want to keep on walking, turn to **145**.



*A spiked wheel is being ridden by a small green-skinned creature*

**180**

You put the key in the keyhole. The lock is larger than the other locks and it feels like you can turn the key either way. If you want to turn the key clockwise, turn to **113**. If you want to turn the key counterclockwise, turn to **45**.

**181**

The walls of the roughly hewn rock tunnel become smoother and are interspersed with carvings of dragons and demons. The floor has a layer of sand on it with fresh footprints heading west. The tunnel soon starts to curve slowly round to the right, and, as you continue on, you hear the high-pitched laughter again. Suddenly a large wooden wheel with an iron rim and pyramid-shaped spikes comes hurtling round the bend at high speed. The wheel has footholds on the inside of the rim like a giant treadmill and is being ridden by a small green-skinned creature with a wide mouth, wild eyes, pointed ears and a long ponytail trailing behind him. It's a wicked IMP, and he is laughing manically as he steers his Spikle straight at you! Roll two dice. If the total is equal to or less than your SKILL score, turn to **286**. If the number is greater than your SKILL score, turn to **303**.

**182**

The toxins in the Demon's saliva soon make you feel very ill. You break out in a fever and stagger down the steps with one hand against the wall to hold yourself up. You begin to sway on your feet and cannot stop yourself from falling flat on your face. Lose 1 SKILL point and 5 STAMINA points. If you are still alive, turn to **39**.

**183**

You lift the Mouseling down on to the floor, and he immediately runs north up the tunnel, beckoning you to follow him. You only need to walk slowly to keep up with him, and it's not long before he comes to a stop in front of a large hole in the floor. There is a rope suspended from the ceiling that drops down into the hole and disappears into darkness. The Mouseling points at the rope and wags his finger at you with a frown on his furry face. He then turns and vanishes into a hole in the tunnel wall before reappearing, carrying a Gold Piece. He places it on the floor, bows and disappears back into the hole, from where you hear excited high-pitched voices. You put the Gold Piece in your pocket and tug on the rope. It feels like it would support your weight. If you want to slide down the rope, turn to **378**. If you want to walk round the hole and on up the tunnel, turn to **232**.



**184**

You stand opposite the Ninja, who looks at you with piercing eyes, which is all you can see of his masked face. The gates open and an ox-drawn cart piled high with large iron balls rolls slowly into the arena. The officer instructs everybody to take an iron ball from the cart and stand holding it above their head opposite their partner. The iron ball is very heavy, and you have difficulty lifting it. The Ninja shows surprising strength in deftly lifting the iron ball above his head. Your arms soon start to shake under the weight of the ball. The crowd cheers as balls begin to drop on to the ground all around the arena with a dull thud, and the eliminated contestants are led away by the guards. The muscles in your arms start to burn, and you wonder how much longer you can last. Lose 2 STAMINA points. With his arms held rigid in the air, the Ninja shows no sign of buckling under the weight of the ball. Roll two dice. If the total is higher than the Ninja's SKILL score of 6, turn to **22**. If the total is 6 or less, turn to **166**.

**185**

When you reach down to roll the body over, it suddenly twitches into life. The man sits up and stares at you with wide-open, bloodshot eyes. He has a maggot-ridden face with a black tongue hanging out of his gaping mouth. He stands up and you see that the man is a GHOUL that reaches out to slash you with its long claws. You must fight it!

| *GHOUL* | *SKILL 8* | *STAMINA 7* |
|---|---|---|

If you lose three Attack Rounds, turn to **143**. If you win without losing three Attack Rounds, turn to **255**.



**186**

The Woodcutter points at the log and says, 'It took me ten minutes to chop this log into two pieces. How long would it have taken me to chop the log into three pieces instead?' If you know the number of minutes, turn to that number. If you do not know the answer, turn to **254**.



**187**

You search in vain through your backpack for something to kill the Parasites. You begin to feel desperately unwell as the virus spreads through your bloodstream. Angry lumps start appearing all over your body where the infection takes hold, and it's not long before you pass out from the pain, never to recover. Your adventure ends in the darkness in the tunnel.

**188**

You swing into the tunnel, hitting the Troglodyte with both feet to send him flying. He jumps up, shakes his head and runs off down the tunnel, calling for help. You think about chasing after him, but decide against it since the tunnel roof is very low and would restrict your movement. There is a wooden stool by the entrance with a tin box underneath it. The box contains 2 Gold Pieces and a small solid gold ball with a dragon motif on it. Add 1 LUCK point. You pocket the items and grab hold of the rope and climb out of the well. With nothing else to see in the cavern, you hurry over to the new passageway in case the Troglodyte returns with reinforcements. Turn to **376**.

**189**

The Snakes are small but slippery-quick, and there at least twenty of them in the pit. They are also poisonous! You must react quickly to avoid being bitten. You draw your sword and attack!

| | | |
|---|---|---|
| *First SNAKE* | SKILL 5 | STAMINA 3 |
| *Second SNAKE* | SKILL 4 | STAMINA 4 |
| *Third SNAKE* | SKILL 5 | STAMINA 4 |

Fight the Snakes one at a time. If you defeat all three Snakes, turn to **219**. You may Escape by climbing up the ladder to open the door, but you must lose 2 STAMINA points as one of the other Snakes will bite you as you flee. Turn to **110**.

**190**

The dagger flies past your head and clatters against the stone wall. You pick it up and slide it into your belt and walk over to the shelf at the back of the room with Azurra Xang screaming angrily at you. 'You'll regret this!' she shouts. 'May the Fireworms of Slann burn through your eyeballs!' Ignoring her angry outburst, you look inside the silver chalice and find a small solid silver ball that is etched with a dragon motif. You place both items in your backpack and leave the room to carry on up the tunnel with the Assassin still cursing you at the top of her voice. Turn to **124**.

**191**

Three arrows thud into your shield. You look to your left and see that the Assassin has been struck by another arrow, this time in the stomach. It doesn't stop her, and she runs at the Zanth Archers with her spear held high, ready to strike. You charge at the archers who fired their arrows at you, striking the first one down before he has time to fire another arrow at you. You fight the other two one at a time.

| | | |
|---|---|---|
| *First ZANTH ARCHER* | SKILL 7 | STAMINA 5 |
| *Second ZANTH ARCHER* | SKILL 7 | STAMINA 6 |

If you win, turn to **382**.

**192**

You lift the lid and suddenly feel a sharp pain in your wrist. You have triggered a dart trap! Lose 2 STAMINA points and roll one die. If you roll a 6, you must also lose 1 SKILL point. Trying to ignore the pain, you pull the small dart out of your wrist and look inside the box to find a small solid copper ball that is etched with a dragon motif. You put it in your backpack and decide what to do next. If you have not done so already, you can either open the book entitled *Dead and Undead* (turn to **248**) or open the book entitled *Dungeon of Despair* (turn to **152**). If you want to leave the library and continue up the corridor, turn to **179**.

**193**

The Dragonmaster bangs his fist on the table and points his finger at you. 'Liar! Finding five Dragon Balls is impossible. Dishonesty does not go unpunished!' he shouts loudly. A jagged bolt of lightning flies out from the ring on his finger and slams into your chest. The force of it sends you flying, and you smash your head against the back wall. You slump to the ground and, barely able to move, you can do nothing but watch the Dragonmaster push a lever down on the wall that opens a trapdoor in the floor near to him. He walks over and drags you to the trapdoor and pushes you down into a chute. As you slide down, you hear him shout, 'Be gone with you!' Turn to **214**.

**194**

You struggle desperately to take the bottle out of your pocket. You are weak from holding your breath, but manage to uncork the bottle and empty out its contents. The acidic Weezle Juice starts to dissolve the Glugg's jelly-like body. It ejects you immediately, trying to rid itself of the acid. Add 1 LUCK point. You stand up and walk on, leaving the decomposing body of the Glugg behind, and soon arrive at a junction. The new tunnel in the left-hand wall is narrow and has a very low ceiling. There is a bad smell of rotten eggs coming from it, and you decide to carry straight on. Turn to **115**.

**195**

Thump slaps you on the back and shakes your hand firmly. 'By the beard of Bigleg, our bond is built!' he says solemnly with his eyes fixed on yours. 'Now let's find that Orb!' Once outside, the officer leads you along a dusty track that is lined with hundreds of cheering spectators. Walking along, you notice a white-haired old man in the crowd. He is waving at you, trying to get your attention, and when he catches your eye he beckons you over to speak to him. If you want to stop to speak to the old man, turn to **284**. If you want to keep on walking, turn to **12**.

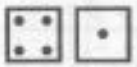


**196**

The Dwarf screams at the top of his voice and strides towards you with his swords raised in the air. You must fight the angry Dwarf.

| | | |
|---|---|---|
| *DWARF* | *SKILL 6* | *STAMINA 5* |

After you win your first Attack Round, turn to **285**.





*A small rodent-like creature is trapped behind iron bars*

**197**

You are knocked down and run over by the Spikle. One of its metal spikes pierces your leg as it rolls over you, wounding you badly. Lose 1 SKILL point and 4 STAMINA points. The Imp doesn't stop and carries on riding his Spikle down the corridor. 'I'll get you again on the way back, wormbrain!' he shouts and starts laughing hysterically. The laughter soon dies away, and, after bandaging your leg, you set off north again, limping badly. Turn to **104**.

**198**

You walk on slowly to where the tunnel turns sharply right. With your sword at the ready, you peer round the corner and see a tiny humanoid creature with a rodent-like head trapped behind iron bars in an alcove in the left-hand wall. It is less than half a metre tall and is wearing a tiny suit of leather armour. It's a MOUSELING, one of the rarely seen creatures who live in small tunnel networks inside caves. When he sees you, he starts squeaking and waving his tiny paws in the air, gesturing for you to free him. If you want to help him escape, turn to **100**. If you want to ignore his plea for help and walk on, turn to **25**.

**199**

There are toxins in the Demon's saliva, but they have no effect on you. Add 1 LUCK point. Turn to **39**.

## 200

You step on to the wobbly bridge and walk slowly across. When you reach the middle of the bridge, you step unknowingly into a void. The wooden boards look to be in place, but it's an illusion – three boards are missing! As you begin to fall, you try desperately to grab the rope handrail to save yourself from disappearing through the gap. Roll two dice. If the total rolled is the same or less than your SKILL score, turn to **241**. If the total rolled is greater than your SKILL score, turn to **275**.

## 201

The tunnel soon comes to a dead end where a rockfall blocks your way. There's a slight draught but no way through. The Monk was right. You are about to turn round and head back when you catch sight of a screwed-up piece of paper in the rubble. There is a note on it that says, 'Do not turn the gold key numbered 180 clockwise in the lock. Turn it counterclockwise.' You sit down on a rock to rest for a while, turning an imaginary key left and right in the air as you ponder the challenges ahead. The short rest is welcome. Add 1 STAMINA point. With your route ahead blocked, you decide to hurry back down the tunnel to catch up with the Monk and head west. Turn to **271**.

## 202

There is an eerie whooshing sound as the arrows fly across the arena, followed by the sickening thud of many of them hitting their targets. The crowd gasps as contestants fall to the ground, clutching the arrows lodged in their torsos. The arrow you fire at Thump flies past his head and bounces off the wall behind him at the same time as Thump's arrow whistles over your head. You both start grinning, relieved to have survived unscathed. You barely notice the groans of the injured contestants or the noise of the spectators. The trumpet blasts out again and the officer instructs the remaining contestants to line up against the far wall while the injured and the dead are led or dragged out of the arena. Standing next to Thump, you ask him why he aimed his bow at you. 'I never learned how to use a bow and arrow so I thought that if I fired it at you, I would be bound to miss!' he says, roaring with laughter. You tell him that you could have hit him, but decided not to. 'How very considerate of you,' he says with a wry smile. 'Let's not risk fighting each other again. We should split up for the next contest.' The officer looks along the line of contestants and says without any emotion in his voice, 'By my count, there are forty-eight contestants left in the tournament. Lord Carnuss requires that number to be reduced to twelve within the hour. It is time to choose a partner for the next contest, which is called Heavy Metal. Do it now!' If you want to choose the Thief on your left, turn to **98**. If you want to choose the Ninja on your right, turn to **184**.



**203**

The words form a message that reads, 'To leave the chamber, touch the right eye of the right-hand dragon and the left eye of the left-hand dragon at the same time.' If you want to walk over to the throne to touch the eyes of the dragons, turn to **60**. If you want to pick up the Orb, turn to **228**.

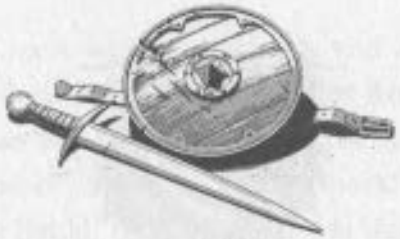
**204**

The breastplate fits you perfectly and will protect you in combat. Add 1 point to your Attack Strength during combat while wearing the armour. You search the end wall for a secret doorway, but find nothing. You have no option but to walk back down the tunnel to the T-junction. Turn to **33**.



**205**

The Dragonmaster brings his arm forward and opens his hand to reveal a black die. Add 1 LUCK point. 'You guessed correctly,' he says calmly as he hands you the die. 'You are now equipped to play the game, but the odds are against you winning!' Turn to **324**.



**206**

You take the Orb out of your backpack and hand it to the Gatekeeper. He holds it close to his face, admiring the workmanship in the dragons. 'Merciful Manticores, it is indeed the Golden Orb,' he exclaims, and lets out a long, low whistle. 'Your final task is to solve a simple puzzle. Answer it correctly, and you are free to go. Answer it incorrectly, and you must forfeit the Orb. Listen carefully. When Baron Sukumvit was twelve years old, Lord Carnuss was half his age. If Baron Sukumvit is now forty-eight years old, how old is Lord Carnuss?' If you know the answer, turn to the paragraph with the same number. If you do not know the answer, turn to **150**. If you want to attack the Gatekeeper, turn to **105**.

**207**

The tunnel soon veers left and as you walk along you become aware of an acrid smell in the air. Continuing north, you reach a marble urn set against the left-hand wall that is full to the brim with a sharp-smelling dark liquid that makes you gag. If you want to hold your nose and poke your sword around in the urn, turn to **304**. If you would rather walk on, turn to **43**.



**208**

You grab one of the gauntlets, but it is difficult to keep hold of it as it thrashes around in the air. You are forced to let go of it when the second gauntlet starts clawing at you with its steel-tipped fingers. Lose 2 STAMINA points. Once free, the gauntlets come together and glide over to the door and start scratching at it manically. The door suddenly opens on its own, and the gauntlets immediately turn and go back down the tunnel. You seize your chance and slip through the open door. Turn to **173**.

**209**

While catching your breath, you take the gold key that is hanging on a string cord around the Monk's neck. You see that it has the number 360 stamped on it. You put it in your pocket, together with 2 Gold Pieces from the leather purse on his belt. You also find a gold envelope inside his tunic containing a handwritten note that reads, 'My dear Uzman, return the Orb to me, and 10,000 Gold Pieces will be yours to keep, together with your freedom. And, should my brother meet with an untimely end at your victory ceremony, Blood Island will be yours! Baron Sukumvit.' You put away the note and search the Assassin to find a small phial of clear liquid in her pocket. If you want to drink the liquid, turn to **369**. If you want to leave the chamber by the door at the back, turn to **392**.

**210**

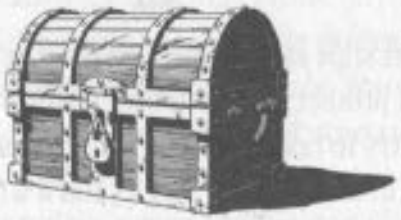
The helmet slips easily over your head. It's heavy, but feels like it will protect you from heavy blows to the head. But, when you try to take it off, you find it impossible to do so. It has been cursed with evil magic, and it will remain on your head for seven days. Lose 1 LUCK point. You are wearing the Helmet of Hades that will blur your vision in battle. Lose 2 SKILL points. If you have not done so already, you can look at the shield (turn to **325**) or, if you want to leave the room and continue walking up the tunnel, turn to **86**.

**211**

As soon as you put the ring on your finger, the Golden Dragon door begins to close. If you want to run back out of the chamber before the door closes, turn to **350**. If you want to remain in the chamber, turn to **264**. If you want to walk over to the throne to pick up the Orb, turn to **228**.

## 212

You check the box for traps, and, satisfied there isn't one, you slowly lift the lid. Inside, you find a silver key lying on top of a green silk cushion. Add 1 LUCK point. You take the key and await your next instruction, but the room remains silent. If you want to open another box, turn to **388**. If you want to open the door, turn to **165**.



## 213

The stone floor rises back up with the spectators clapping and cheering wildly. 'I told you I had to be the anchor,' the Priestess says, looking very pleased with herself. 'A little magic can make a big difference.' The officer raises his sword to silence the crowd, telling your team to stand in a line. He turns back to the crowd and says, 'I'm sure you will all agree that this has been a glorious contest so far. To end this part of it, Lord Carnuss will say a few words.' Carnuss rises slowly to his feet and, with a look of satisfaction on his face, says, 'Indeed, this has been a glorious day and I, for one, do not want it to end. So, there will be an additional contest called Life or Death. It will be one-on-one combat that will better reflect the name of my arena. The twelve will become six. Only these six survivors will enter my dungeon!' The spectators go wild on hearing his announcement. Carnuss slowly surveys the twelve remaining competitors. 'Contestants, draw your weapons and prepare to fight to the death. The Dwarf Warrior will fight the Rogue, the Assassin will fight the Berserker, the Monk will fight the Barbarian, the Priestess will fight the Thief, the Warrior-Knight will fight the Mercenary, and the Man-Orc will fight the Adventurer!' he growls in a cold voice, pointing his finger at you. 'Let battle commence!' He sits down to watch the spectacle begin, signalling to the officer to instruct the contestants to stand opposite their opponents. You walk over to the tall MAN-ORC who looks like he is a mean and ferocious fighter. Holding his heavy broadsword in two hands above his head, he charges at you the moment the trumpet sounds. You raise your sword and stand ready to fight him!

| | | |
|---|---|---|
| *MAN-ORC* | *SKILL 8* | *STAMINA 7* |

If you win, turn to **69**.





*The entrance is made of copper in the shape of a demon's head*

**214**

You slide down the long chute, and land with a bump on the ground outside in bright sunlight. There is a huge crowd gathered who cheer loudly when they see you, but their cheers turn to jeers when they find out that you failed in your quest to find the Golden Orb. You are pelted with rotten eggs and tomatoes and have to be rescued by the guards. You are marched to the harbour and put on a boat to take you back to the mainland. Your adventure is over.

**215**

You set off east and notice that the passageway becomes wider, and the ceiling becomes higher. The passageway soon makes a sharp left turn, and you walk north until you come to a tunnel in the right-hand wall that has an entrance in the shape of the head of a horned demon. It is made of copper that has turned bluish green with verdigris, and its open mouth is big enough to step through. There are burning torches on either side of the entrance and a large brass gong hanging in its wooden frame next to it. If you want to continue walking north, turn to **138**. If you want to enter the new tunnel, turn to **362**. If you want to ring the gong with the striker, turn to **92**.

**216**

You take a deep breath and open the book. The first chapters are histories of good and evil Wizards, Sorcerers and Necromancers. The other chapters feature lavish illustrations of ingredients that you think are for making potions. Frustratingly, most of the words are in Elvish, which you are unable to read. But there is some mysterious handwriting in large red letters on the last page of the book that you are able to understand. If you want to utter the words 'Skoob Edils Tuo', turn to **66**. If you want to put the book back on the shelf, and you have not done so already, you can either open the book entitled *Dead and Undead* (turn to **248**) or open the book entitled *Dungeon of Despair* (turn to **152**). If you want to leave the library and continue up the corridor, turn to **179**.

**217**

The Assassin jumps over the pit and says, 'You don't need to answer. I'm true to my word, and I'm going to help you now. Then we are quits. Understand?' You nod in agreement and throw your rope up to her. She wraps it round her waist and tells you to climb up. Once out of the pit, she hands the rope back to you, and you stand facing each other in silence for a few moments. The Assassin holds her hand out and says, 'Shall we join forces for a while?' If you want to shake her hand and join her, turn to **159**. If you want to decline her offer, turn to **282**.



**218**

You take the skull out of your backpack and walk over to place it in position on top of the Skeleton's spine. It fits perfectly and activates the ORC SKELETON, which starts walking around the room in jerky movements with its skull slowly turning from side to side as though it is looking for something. It stops when it gets to the middle of the room and raises its arms in the air. The ceiling continues to slide down, but grinds to a halt when it touches the Orc Skeleton's outstretched fingers. You hear a creaking sound and fear another trap has been sprung, but it is the noise of the door opening behind you. If you want to leave the room immediately, turn to **249**. If you want to take the silver armband from the Orc Skeleton before leaving, turn to **53**.

**219**

You see a glass object on the floor, which is partially hidden by the Snakes. But, before you can find out what it is, more Snakes slither over to you and rear up to attack. If you want to stand and fight, turn to **372**. If you want to climb up the ladder to open the door, turn to **110**.

**220**

You just manage to jump out of the way of the long tongue as it lashes out to snare you. When it recoils into the Bloodbeast's gaping maw, ready to strike again, you seize your chance and slam the door shut in its face. There is a noxious smell of gas coming from the Bloodbeast's lair, and you lock the door for good measure and head north. Turn to **101**.

**221**

You place the marble cat on the tray and watch the Ghost-Witch stroke the small figure with her spidery hands. 'I'm so happy. Lawrence was gone too long,' she whispers softly. 'You have been very kind to me, unlike one of the other scavengers who I had to cast a spell of Undeath on. You might see him rotting away in the dungeon somewhere. As for you, you may take two of my treasures as a reward for bringing Lawrence back to me.' With a sigh of relief, you examine the items on her tray, which are an Orc skull with curved tusks, a small brass pig, a small silver shoe, a large pebble with a painting of a sword on it, a Gold Piece, a small bottle containing pink sand, a bone die and an empty silk purse. After putting two of the items in your backpack, the Ghost-Witch glides past you down the staircase and along the passageway before disappearing left round the corner. If you want to climb to the top of the staircase, turn to **327**. If you want to go back down the steps and turn right at the junction, turn to **265**.

**222**

There is a brass plate attached to the door that has a small slot in the middle of it. There is a message etched in the brass plate above the slot, which says 'Insert 1 Gold Piece to open the door'. You try the handle and discover that the door is locked. If you want to put 1 Gold Piece in the slot, turn to **301**. If you want to turn round and head north, turn to **279**.

**223**

The arrow fired by Thump flies over your head. Having never learned how to use a bow, his arrow misses you by some distance. Alas, he is not so fortunate. Your aim is accurate, and your arrow strikes home. You watch him sink slowly to his knees, holding his stomach where the arrow is protruding from it. He stares at you coldly, his teeth clenched shut in pain. Lose 2 LUCK points. Filled with remorse, you barely notice the noise of the spectators or the groans of the injured contestants. The trumpet blasts out again, and the officer instructs the survivors to line up against the wall opposite him. The injured contestants are led away, and the dead are dragged out of the arena by Carnuss's guards. You watch poor Thump stagger away slowly, head bowed, his contest over. Turn to **83**.

**224**

You walk downhill for what seems like ages until you eventually arrive at the flooded entrance of a dark cavern with a low ceiling. The water comes from a natural spring and is crystal clear. You drink the cool water and feel immediately refreshed. Add 2 STAMINA points. You can't see a way out of the cavern and walk back up the tunnel to the junction and turn right to head north. Turn to **87**.

**225**

You sit down in the chair, expecting a boost of energy to surge through your body, when you suddenly sink down as though the seat was made of sponge. The chair metamorphoses into a giant ball of sticky amber jelly that completely envelops you! You have been caught by a GLUGG, a gigantic gelatinous slug that can imitate nearby objects. You find it difficult to breathe or move inside the Glugg, and your skin feels like it is blistering. Lose 2 STAMINA points. You will have to act fast before its gastric fluid starts to dissolve your flesh. If you have a bottle of Weezle Juice, turn to **194**. If you do not have this potion, turn to **16**.



**226**

The Dragonmaster picks up his dice and says coldly, 'That is unfortunate. The game will now begin. We shall roll our dice. I will roll first.' Roll three dice for the Dragonmaster and compare the total to the total of the dice you roll for yourself. If your dice roll is higher than the total of the Dragonmaster's three dice, turn to **357**. If the number is the same or less than the total of the Dragonmaster's three dice, turn to **55**.

**227**

When the Hobgoblin sees you draw your sword, he runs off quickly down the tunnel you came from, laughing hysterically. You give chase and see him unlock and open one of the iron doors and slam it shut behind him. When you reach the door, you find it is firmly locked. Lose 1 LUCK point. You have no choice but to walk back through the cavern to the archways. Turn to **393**.

**228**

You pick up the Orb and discover that it's not made of solid gold. It's hollow and not as heavy as it looks. You shake it and hear something metallic rattle inside. You hold it up and admire the detail of the two dragons curved round it. Smoke suddenly shoots out from the nostrils of the dragons and swirls round your head. You step away from the throne, but the smoke continues to



*The room is filled with burning candles*

circle about your head, making it difficult to breathe. You drop the Orb and hear it smash on the floor. You run round the chamber, coughing uncontrollably, but are unable to rid yourself of the circle of smoke. You begin to choke as you inhale more smoke and drop to your knees. You slump forward, and, as you lose consciousness, you see that the Orb is nothing more than a gold-painted ceramic ball. There is a small bronze figure of Lord Carnuss lying among the pieces of broken pottery, pointing at you. It is the last thing you see before you lose consciousness forever. Your adventure is over.

**229**

The door opens into a warmly lit room that is filled with burning candles on the floor, and on furniture, in bottles, candlesticks, saucers, plates, curios and skulls, all dripping melting wax everywhere. You pick up a bone die off the floor, but nothing else catches your eye except for a helmet on a small shelf on the left side of the back wall and an ornate round shield made of polished steel hanging on the right side of the wall. If you want to look at the helmet, turn to **139**. If you want to look at the shield, turn to **325**. If you want to close the door and keep walking, turn to **86**.

**230**

The passageway continues straight on, and you soon arrive at a narrow staircase where you go down a long flight of stone steps to another passageway. Continuing north, the passageway opens out into a cavern that has a water well in the centre of it. Beyond the well, you see another passageway in the far wall. There is a small bell hanging on the wall of the well next to a sign that says:

*Drop a Gold Piece and ring the bell*
*For words of wisdom from the well*

If you want to ring the bell and have a Gold Piece to drop into the well, turn to **269**. If you would rather walk over to the new passageway, turn to **376**.

**231**

The Bronze Warrior strides slowly towards you with its sword raised ready to strike.

*BRONZE WARRIOR* SKILL *9* STAMINA *10*

If you win an Attack Round, your sword will only reduce the Warrior's STAMINA by 1 point. If you possess a Craggen Knife, it will reduce the Warrior's STAMINA by 2 points when you win an Attack Round. If you win, turn to **4**. You may Escape, but you must lose 2 STAMINA points as the Warrior will wound you as you flee. Turn to **331**.

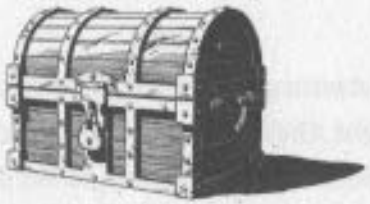
**232**

The tunnel soon turns sharply right, and, as you walk along in the dim light, the ceiling becomes lower and lower until you reach a point where you have to keep your head down to avoid hitting it. You become aware of a putrid smell like rotten eggs and begin to feel light-headed and dizzy. You find it difficult to walk in a straight line and start bumping into the walls. Suddenly you pass out, landing on your face on the tunnel floor. You have inhaled toxic gas. Lose 3 STAMINA points. If you are still alive, you wake up to find that you still have all your possessions apart from one of your Provisions, which was eaten by a Rat. You stagger on and at last reach a T-junction. The cross tunnel is much bigger than the one you are in. Looking right, you see that the tunnel heads south for some distance. Looking left, the tunnel goes on for twenty metres to where there is a stairway going down. You hear sharp footsteps and see an armoured SKELETON appear on the steps. When it nears the top, you see that it is dragging a huge glowing sword behind it and is struggling with the weight of it. The sword looks special, and you decide to fight the Skeleton to get it. You rush forward to attack the Skeleton, which looks barely able to lift the sword over its head.

*SKELETON* SKILL *5* STAMINA *6*

If you win, turn to **78**.





## 233

You run to the Dwarf's aid and see there is a dagger sticking out of his back and blood seeping from his leather armour. He sees you and coughs. 'What took you so long to get here,' he says slowly, spitting blood, his face contorted with pain. 'I'm done for, my friend. I'm not sure who did it. It might have been the ice-cold Assassin or that slime rat, Uzman Koh. I never trusted either of them... Curses to them... It's too late for me, but there are some things in my pockets that you'll want... Take them... And under my helmet... there's a...' His eyes suddenly widen as he draws in his last breath and slowly exhales. His head slumps forward and you realize there is nothing you can do for poor Thump. You find 2 Gold Pieces in one pocket and two charms in the other pocket, one a four-leaf clover and the other a small horseshoe. If you want to take off his helmet, turn to **322**. If you want to leave him where he is and carry on walking down the corridor, turn to **6**.



## 234

You stand opposite the Barbarian, who stares at you coldly. The gates open and an ox-drawn cart piled high with large iron balls rolls slowly into the arena. The officer instructs everybody to take an iron ball from the cart and hold it above their head opposite their partner. The ball is heavy, and you have difficulty lifting it above your head. The Barbarian lifts his ball without much effort. The crowd cheers as iron balls thud into the ground all around the arena with the eliminated contestants led away by the guards. The muscles in your arms start to burn and tremble under the weight of the ball, and you wonder how much longer you can last. Lose 2 STAMINA points. You glance at the Barbarian, whose grimacing face is now dripping with sweat. Turn to **149**.

## 235

Remembering the Hobgoblin's advice, you tell the Juggler that you will sit down for a rest, but need a drink of water first. You reach into your backpack and pretend to pull out your water bottle, but instead grab the handbell. You ring it furiously, which makes him cry out and cover his ears. He barges past you and runs screaming down the tunnel. You watch him disappear and decide what to do. If you want to sit down on the bench, turn to **293**. If you want to head west, turn to **123**. If you want to head east, turn to **334**.

**236**

You soon arrive at another T-junction where the cross tunnel has been built with large stone walls and a stone floor that is covered with a thin layer of sand. Looking left, you see the tunnel goes straight on before disappearing into the gloom. Looking right, you see the tunnel goes straight on for about twenty metres before turning left. The footprints you saw earlier head east at this point. If you want to turn right and head east, turn to **77**. If you want to turn left and head west, turn to **333**.

**237**

Heading north, you soon arrive at the entrance to a narrow tunnel in the right-hand wall, which you notice has a rough stone floor sloping downwards. If you want to walk east down the new tunnel, turn to **224**. If you want to carry on walking north, turn to **87**.

**238**

Holding your sword at the ready, you walk slowly up the narrow spiral staircase that leads to the beginning of a narrow corridor heading south. There are burning torches set along the stone walls at regular intervals, and ahead you can see a wooden door in the right-hand wall. If you want to open the door, turn to **79**. If you would rather walk on past the door, turn to **331**.

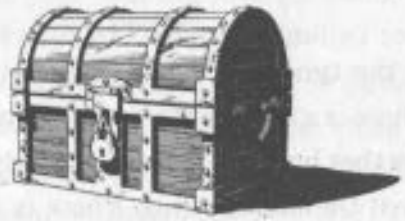


**239**

If you have placed four keys on the table, turn to **381**. If you have placed less than four keys on the table, turn to **175**.

**240**

The Monk frowns and says, 'I've just come from up there. There's nothing to see apart from rubble. It's a dead end.' If you want to change your mind and join the Monk, turn to **178**. If you still want to head east, turn to **356**.



**241**

You just manage to grab hold of the rope handrail, but can't stop yourself from falling through the gap in the bridge and are left dangling by one arm over the abyss. Roll one die. If you roll a 1, turn to **120**. If you roll 2–6, turn to **14**.



## 242

The passageway is well lit and has smooth walls and a mosaic floor with the small pieces of tile laid down in a pattern of flying dragons. You walk along it slowly, ever mindful of hidden traps. The passageway ends at a bronze door that opens into a small, tomb-like room with a pyramid-shaped ceiling. There is another bronze door in the wall opposite on which there is a large knocker cast in the shape of a dragon. In the centre of the room is a square stone plinth with a dragon's head carved on each face. The plinth is the base for a stone hand that is holding a Golden Orb in its palm. You can hardly believe your eyes and walk round the plinth, inspecting it carefully for traps. You don't find any and decide to lift the Orb out of the stone hand. Turn to **387**.

## 243

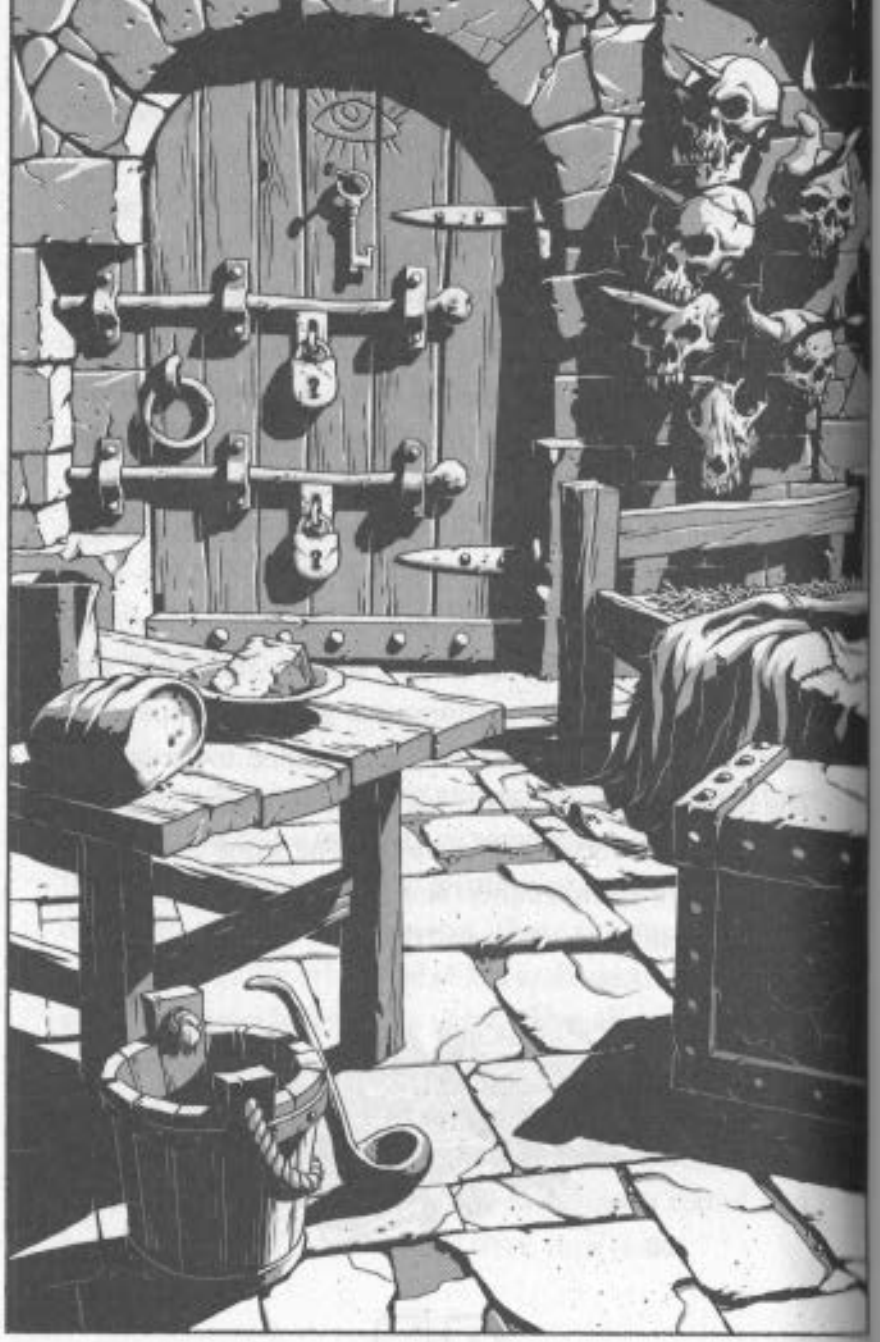
You follow the tunnel east and arrive at a low, narrow archway. There is a tall, narrow wooden box on one side of the archway that has an old sword sticking out of the top of it with just the hilt showing. There is a sign attached to the wall on the other side of the archway that says, 'No swords allowed beyond this point. Place all swords in the box provided. Failure to do so will result in death.' If you want to put your sword in the wooden box, turn to **44**. If you want to walk through the archway, holding your sword, turn to **125**. If you would rather turn round and go back to the junction to head west, turn to **80**.



## 244

The Barbarian's feet slide out from under him, but he manages to regain his footing without letting go of the rope. You are pulled forward slightly with the Man-Orc cursing loudly behind you. Without warning, the Priestess lets go of the rope with one hand and points to the sky. A green flash sparks from her ring finger, and the rope immediately feels easier to pull, as though an invisible hand is helping you pull it. You start to inch your way backwards, and your wailing and grunting opponents cannot stop themselves from being pulled towards you. The officer suddenly raises his sword to signal you have dragged them forward by a metre. The stone floor gives way beneath them, and you watch them fall into the void, screaming in terror. Turn to **213**.





*There are skulls hanging on long spikes nailed to the wall*

**245**

A search of the Troll Guard's pockets produces nothing more than a dried pig's ear and a snot-filled rag it was using as a handkerchief. You look inside the Troll's rancid-smelling room and see creature skulls hanging on long spikes nailed to the back wall. There is a battered iron chest on the floor, a crude wooden bed in one corner, a bucket and ladle, and a plate of bread and mouldy cheese next to a jug of water on a table. At the back of the room, you see a heavy wooden door that is bolted shut with iron bars across it, secured with large padlocks. There is an eye carved on the door and an iron key hanging on a nail below it. Will you:

| | |
|---|---|
| Open the iron chest? | Turn to **385** |
| Try to open the door at the back of the room? | Turn to **67** |
| Eat the bread and cheese? | Turn to **168** |
| Close the door and walk on? | Turn to **230** |
| Close the door, run back down the staircase and turn right at the junction? | Turn to **265** |

**246**

You start hacking at the door frantically with your hand axe with the ceiling now no more than two metres above the floor. *Test Your Luck*. If you are Lucky, turn to **363**. If you are Unlucky, turn to **49**.

**247**

You wish the Gnome good luck and head north. The passageway goes on as far as you can see, and you walk on for some distance until your foot comes into contact with what sounds like a metal plate. A chill runs down your spine, and you look up to see a large section of the ceiling dropping down. There is no time to jump out of the way, and you are crushed beneath the stone slab. Your adventure is over.

**248**

The pages in the book are yellow and brittle, and some fall apart when you touch them. The book is full of descriptions and illustrations of undead creatures and tortured souls. On the centre pages, there is a pen-and-ink illustration of a longhaired man in tattered clothing who is chained to a dungeon wall with his head bowed. There are some words below the illustration, in a language you do not understand, which read 'Nush-Na-Ma-Gar'. If you want to say the words out loud, turn to **307**. If you want to close the book and leave the library to continue up the corridor, turn to **179**.

**249**

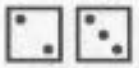
You walk on until you reach a T-junction where the passageway joins a much larger tunnel that is lit by burning torches. Looking left, the tunnel heads west as far as you can see. Looking right, you see somebody in the distance walking slowly towards you. If you want to head west, turn to **80**. If you want to see who is coming down the tunnel, turn to **15**.

**250**

As you are pulled towards the Bloodbeast, you draw your knife with your free hand and hack at the bulbous tongue. It slides off your arm and draws back inside its gaping maw. You seize your chance and slam the door shut in its face. There is a noxious smell of gas coming from the Bloodbeast's lair, and you lock the door for good measure and head north. Turn to **101**.

**251**

The door isn't locked and opens into a dimly lit tunnel running left and right, which has rough stone walls, hewn out of the rock by Carnuss's slaves. The air is cool and dank, and there is an eerie silence save for the occasional clang of a bell coming from a long way off. You peer into the gloom and decide which way to go. If you want to head west, turn to **7**. If you want to head east in the direction of the sound of the bell, turn to **328**.



**252**

Seeing nobody beyond the archway, you step through it to retrieve your sword. The old sword is still in the box, but your own sword has gone. Lose 1 LUCK point. You have no choice but to take the old sword, which has a blunt blade and a loose hilt. If you use this sword in combat, deduct 1 point from your Attack Strength. You walk off, muttering to yourself, passing the Warrior-Knight's body, before reaching the junction where you continue on, heading west. Turn to **80**.

**253**

The gauntlets glide past you and begin scratching manically at the door with their steel-tipped fingers. The door suddenly opens on its own, and the gauntlets immediately turn and go back down the tunnel. You seize your chance and slip through the open door. Turn to **173**.

**254**

The Woodcutter looks disappointed and says, 'I thought you would know the answer. Anyway, I must bid you farewell as I still have a lot of logs to chop. I wish you well on your quest.' He gestures towards the door for you to leave and raises his axe to chop another log. If you want to attack the Woodcutter, turn to **37**. If you would rather leave the room and carry on walking up the corridor, turn to **386**.

**255**

There is nothing in the room that is of use to you other than the shield. If you don't already have a shield, you sling it over your shoulder and leave the room to head north along the passageway. Turn to **154**.

**256**

You swing on the rope towards the tunnel, but spin round and hit your head hard on the wall. If you are not wearing a helmet, lose 2 STAMINA points. The Troglodyte fires its slingshot again and does not miss at this range. Lose 2 STAMINA points. Injured and exhausted, you somehow drag yourself up the rope to escape. You climb out of the well and, with nothing else to see in the cavern, you hurry over to the new passageway in case the Troglodyte returns with reinforcements. Turn to **376**.

**257**

You watch Thump run across the white line to join his team. The contestants on your side look strong and confident too, with a Berserker, two Pirates and a giant of a Warrior among them. With the teams established, a party of gangly slaves enters the arena, carrying shovels. They begin digging out the sand on both sides of the white line to reveal two long sections of solid stone floor. When they are finished, more slaves enter the arena, carrying a long length of thick rope. They lay it lengthways across

both sections of stone floor with half of it on one side of the chalk line and half of it on the other side. 'A Line in the Sand is a Tug-of-War contest. It will be the final contest in the arena,' the officer announces triumphantly to rapturous applause from the crowd. 'Take your positions on the rope.' The Berserker takes up the lead position, and the huge Warrior walks to the back of the line to be the anchor. You take a middle position with the Pirates. Gripping the rope tightly, everybody leans back to take up the strain. The officer raises his sword and shouts, 'When I say heave, pull on the rope as hard as you can! The first team to drag the other team forward by a metre will be judged the winner. Get ready! One, two, three – heave!' Sweating profusely in the heat, you lean as far back as you can, pulling on the rope with all your might. The minutes pass with neither team able to pull the other forward. Suddenly you see the Priestess on Thump's team let go of the rope and point to the sky. A green flash sparks from her ring finger. The rope immediately feels harder to pull, as though an invisible hand is helping the other side. You are dragged forward, and there is nothing you can do to stop it. The officer raises his sword to signal you have been dragged forward by a metre. The stone floor beneath gives way, and you and your team falls into the void, screaming in terror. Your adventure is over.

**258**

You toss the coin up and watch it spin in the air. *Test Your Luck*. If you are Lucky, turn to **46**. If you are Unlucky, turn to **287**.

**259**

You are knocked down and run over by the Spikle, but the breastplate takes the brunt of the impact. The Imp loses control and crashes his Spikle into the stone wall. Lose 2 STAMINA points and gain 1 LUCK point. You get to your feet, bruised and breathing hard. You see the Imp stand up and grab his spiked club. If you want to talk to the Imp, turn to **10**. If you want to fight him, turn to **164**.

**260**

There is a coil of rope hanging on a nail on the back of the door. You throw one end of the rope down to the Assassin who catches it with her outstretched hands. You pull her out of the pit and watch her wipe the Spider blood off the tip of her spear. She stands there silently for a few moments before saying coldly, 'I am an Assassin, and we are competitors. But I owe you now, and if we meet again I will give you my help should you need it. But only once. What you find in this room is yours in payment for saving my life.' With that, she turns and leaves the room, slamming the door behind her. You coil up the rope and sling it over your shoulder before looking at the chalice.



*A gargantuan beast appears from out of the gloom*

Inside, you find a small solid silver ball that is etched with a dragon motif and a small tin labelled Worm Paste. You put the items in your backpack and leave the room to carry on up the tunnel. Turn to **124**.

**261**

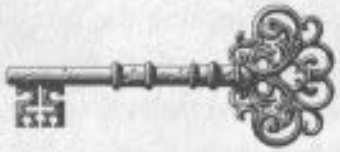
The footsteps become quicker and louder, and suddenly a gargantuan beast appears from out of the gloom and stops in front of you, blocking the tunnel. It has a large reptilian head with small eyes fixed on you, and a huge jaw lined with long, spiked teeth. It is standing upright on its powerful back legs, ready to strike. Its long tail swishes slowly from side to side, banging against the walls of the narrow tunnel, which causes dust to fall from the ceiling. It is a RAPTOREX. The creature lets out a deafening roar, and it looks intent on devouring you. There is no escaping the giant predator, and you have no choice but to fight it. If you are fighting with a Doom Sword, add 2 points to your Attack Strength during each Attack Round for this battle only.

| | | |
|---|---|---|
| *RAPTOREX* | *SKILL 11* | *STAMINA 10* |

If you win, turn to **52**.

**262**

You climb out of the pit and brush all the Cockroaches off your body without realizing that hundreds have crawled inside your backpack. Lose two Provisions if you have any remaining. You clear the stinking insects out of your backpack and follow the tunnel west for another thirty minutes before it turns right and heads north. Turn to **112**.



**263**

When you take the book off the shelf, it begins to give off a shimmering green glow. If you still want to open the book, turn to **216**. If you want to put the book back on the shelf and you have not done so already, you can either open the book entitled *Dead and Undead* (turn to **248**) or open the book entitled *Dungeon of Despair* (turn to **152**). If you want to leave the library and continue up the corridor, turn to **179**.

**264**

You watch the heavy door slam shut. If you want to walk over to the door to find out if it is locked, turn to **337**. If you want to walk over to the throne to pick up the Orb, turn to **228**.



**265**

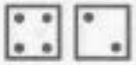
You soon reach the doorway in the left-hand wall of the tunnel. The door isn't locked, and it opens into a circular room that has red walls lined with burning torches. There are three small, round tables in the room, each with a wooden box on top. The tables all have brass feet that resemble dragon claws. There is a circular iron plate on the floor in the middle of the room with the words 'Stand Here' written on it in white letters. If you want to stand on the iron plate, turn to **347**. If you would rather close the door and continue walking up the tunnel, turn to **198**.

**266**

Roll two dice. If the total is equal to or less than your SKILL score, turn to **26**. If the number is greater than your SKILL score, turn to **131**.

**267**

Much to your relief, you see the Thief's legs buckle underneath him. He drops his iron ball and curses loudly as it thumps into the ground. Not a moment too soon, you drop your ball and shout out in triumph as the Thief is led away. You are exhausted, and the muscles in your arms are burning. Lose 1 STAMINA point. You are relieved to have won the contest and look around to see how Thump has fared. Turn to **310**.

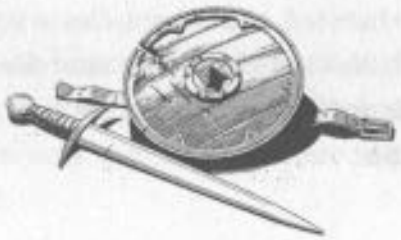


**268**

You drink the contents of the bottle, but don't feel any effects from it. If you have not done so already, you can put the bone ring on your finger (turn to **330**). If you do not want to wear the ring, you can continue east (turn to **243**) or turn round and go back to the junction to head west (turn to **80**).

**269**

The bell makes a sharp tinkling sound that echoes round the cavern. You toss the Gold Piece in the well and suddenly hear a sniggering voice say, 'My wise words are: don't believe anything you read in this dungeon!' You look down the well and see a small Goblin-like creature in a loincloth looking up at you from the mouth of a tunnel halfway down the wall. He has a big nose and very long ears. He's a TROGLODYTE. He waves your Gold Piece at you and disappears, laughing loudly. There is a rope on a winch hanging down the well with a bucket tied to it. If you want to slide down the rope to the tunnel entrance, turn to **153**. If you would rather walk over to the new passageway, turn to **376**.







**270**

You insert the key in the lock and hear it turn. The Dragonmaster nods his head in acknowledgement. 'Congratulations. Just one more lock to open. The problem is, I can't let you open the door and walk out of here just like that,' he says coldly, snatching the remaining key off the table. 'Should you escape from this dungeon with the Golden Orb, you will become hideously rich, whereas I must survive on whatever pittance Lord Carnuss deigns to give me. So, I'm looking to you for a small gratuity for allowing you to progress. You have two choices. One, you give me all your Gold Pieces, and I will give you your key back. Or two, you die a hero.' If you want to give the Dragonmaster all your treasure and gold, turn to **294**. If you want to attack the Dragonmaster, turn to **38**.

**271**

You walk back down the tunnel past the junction on your left, and it doesn't take long for you to catch up with the Monk, who tells you he is pleased that you changed your mind and joined forces with him. Turn to **178**.

**272**

The door opens into a large room that appears to be an old library. There are floor-to-ceiling wooden bookcases lining the walls and bookshelves set in rows on the floor, all crammed with dusty leather-bound books. There is a musty smell in the cool air. Cobwebs hang from the shelves, and the floor is littered with paper and debris. If you want to look at some of the books, turn to **31**. If you would rather close the door and carry on up the corridor, turn to **179**.

**273**

The Dwarf breathes a sigh of relief and introduces himself as Diggle from Mirewater. He tells you he has been wandering around the dungeon for days. He was dropped into the dungeon against his will by Carnuss's henchmen as a test to see if the dungeon was secure enough. 'I can tell you it is,' he says, grimacing. 'I keep being attacked by vile creatures and there are Troll Guards everywhere. Miraculously, I am still alive, but not for much longer, I fear. I'm tired, I'm hungry and I want to go home. Do you have any food you could give to me? I've got nothing to pay you with, but I have something that might be useful to you.' If you want to give Diggle one of your Provisions, turn to **64**. If you do not want to give him any food, or don't have any to give, turn to **339**.





**274**

Tripping over the wire triggers small, needle-sharp iron spikes to shoot up from holes in the stone floor. You stumble forward in the darkness, but somehow avoid stepping on a spike. You walk on slowly, watching out carefully for more traps. Turn to **62**.



**275**

You clutch at thin air and can't stop yourself from falling through the gap in the bridge. You fall headlong into the ravine and land on a bed of rocks thirty metres below. Your adventure is over.



*The horned creature has spikes running down its back and tail*

**276**

When you place the Dragon Balls on the table, the Dragonmaster says in a sombre voice, 'Finding three Dragon Balls is a good effort, but you still have a very difficult task ahead of you. Follow me.' He walks over to the first iron door in the right-hand wall and unlocks it. He opens the door and beckons you to walk through, saying, 'If you survive, knock on the door. I'll be waiting for you.' You draw your sword and walk into a dank, dark cave. You hear the door slam shut behind you and see a tall green-skinned creature with a reptilian head walking towards you. It has a ridge of spikes along its back and its long tail, and two horns on its head. It is wearing body armour and is carrying a long spear. It is a LIZARD MAN, and you must fight it.

| *LIZARD MAN* | *SKILL 8* | *STAMINA 9* |
|---|---|---|

If you win, turn to **32**.



**277**

The key turns in the lock, but, as you reach for the handle, the door bursts open! Two creatures with long, whiskered snouts poking out of their hooded robes run out, squeaking loudly in high-pitched voices. They are RATMEN armed



with short swords, and you ready yourself to fight them one at a time.

| | | |
|---|---|---|
| *First RATMAN* | *SKILL 5* | *STAMINA 5* |
| *Second RATMAN* | *SKILL 5* | *STAMINA 4* |

If you win, turn to **5**.

**278**

Thump counts the raised hands and says, 'That's five in favour of the Priestess and seven in favour of the Man-Orc. The Man-Orc will be our anchor.' Everybody takes up their position on the rope with the Barbarian at the front, with you and Thump in second and third position and the Man-Orc at the back. You watch the opposing team take their positions on the rope with a Berserker at the front and a giant of a Warrior at the back as their anchor. Gripping the rope tightly, you lean back to take up the strain, sweating profusely in the heat. The officer raises his sword and shouts, 'When I say heave, pull on the rope as hard as you can! The first team to drag the other team forward by a metre will be judged the winner. Get ready! One, two, three – heave!' Sweating profusely in the heat, but encouraged by the grimacing faces of your opponents, you lean as far back as you can, pulling on the rope with all your might. *Test Your Luck*. If you are Lucky, turn to **244**. If you are Unlucky, turn to **35**.



**279**

You soon arrive at a heavy oak door set in a reinforced doorway in the right-hand wall. There is a key in the door and a brass plate attached to the front panel with a message etched on it that reads 'Do not open'. If you want to open the door, turn to **162**. If you want to carry on walking along the tunnel, turn to **101**.

**280**

One of the Vampire Bats was carrying PARASITES. *Test Your Luck*. If you are Lucky, turn to **73**. If you are Unlucky, turn to **314**.

**281**

The Goblin's aim is true, and his dagger strikes your shoulder. Lose 2 STAMINA points. You pull the dagger out and, before he has time to throw another dagger at you, you run forward and launch a double-footed dropkick at the Goblin that sends him and his fellow Guard tumbling down the stairwell, screaming loudly. You run down after them and find them lying in a heap, unconscious on the cavern floor. You rummage through their belongings and find two throwing daggers, a brass button, a small bottle of Mullweed Oil, a rabbit's-foot charm and a piece of stale bread. You eat the bread (gain 1 STAMINA point) and take what items you need before walking through the archway into the tunnel to head east. Turn to **207**.



**282**

You tell the Assassin that you want to continue the quest on your own. 'So be it,' she says coldly. 'We are now enemies, but let's not spill our blood fighting each other here.' You agree to split up at the next junction and walk on together until you come to a new passageway in the right-hand wall. 'I choose which way to go since I just saved you,' she says forcefully. 'I'm going to head north. Good luck.' You watch her disappear up the new tunnel before continuing westwards. Turn to **366**.



**283**

You conquer you fear and step forward to fight the vile creature as it tries to rip you apart with its four clawed hands in a frenzied attack. If you are fighting with a Vorpal Sword, add 2 points to your Attack Strength during each Attack Round for this battle only.

| | | |
|---|---|---|
| *HOWLING DEMON* | *SKILL 12* | *STAMINA 10* |

Deduct 3 STAMINA points instead of 2 points each time the Demon wins an Attack Round. If you win, turn to **367**.



**284**

He looks at you intently with piercing eyes and says, 'If you want to stay alive, don't choose five.' Before you have time to ask him to explain, he disappears into the crowd. You tell Thump what the man said, but he dismisses it as nonsense, saying, 'What's he talking about? Number five? Number five what? Forget it.' Thump turns and walks on, waving at everybody and soaking up the adulation from his growing number of fans. You hear a shrill whistle and turn to see a tall man in a hooded cloak looking at you. He pulls a long knife out from under his cloak and waves it in the air. If you want to speak to the man, turn to **91**. If you want to ignore him and catch up with Thump, turn to **12**.

**285**

The Dwarf puts his swords down and backs away. 'Stop! Stop! You win!' he yells. 'Maybe I was a bit hasty in attacking you, but you can't blame me. You said you were my foe!' You suddenly feel sorry for the Dwarf and tell him to be on his away. He trudges off, nursing his wounds and mumbling to himself. You continue walking along the tunnel, and it's not long before you come to a dead end where a rockfall has blocked the passageway. There is nothing there except for the smouldering remains of a campfire, and all you can do is turn round and exit the tunnel. You are soon back at the copper mouth and turn right to head north up the passageway. Turn to **138**.

**286**

You just manage to jump to the side and avoid being run down by the Imp who doesn't stop and carries on riding his Spikle down the corridor. 'I'll get you next time, wormbrain!' he shouts and starts laughing hysterically. The laughter soon dies away, and you set off again, now heading north. Turn to **104**.

**287**

You watch the coin land on the floor. It's a tail. When you reach down to pick it up, you hear a mystery voice behind you utter the chilling words, 'What gold was yours is now mine.' You search your pockets and backpack and discover that all your Gold Pieces have vanished! There is nothing you can do but continue up the passageway, cursing your luck. Turn to **348**.

**288**

While holding the door handle, a small Spider hidden in a crevice above the door suddenly drops down on its silk thread and sinks its fangs into the back of your hand. Its bite is poisonous! Lose 2 STAMINA points. You brush the Spider off your hand and stamp on it. Unable to open the iron door, you have no choice but to turn round and walk back in the direction of the sound of the bell. Turn to **328**.



**289**

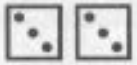
You try to jump out of the way of the long tongue as it lashes out, but it wraps itself round one of your arms, squeezing it tightly. Lose 1 STAMINA point. If you possess a Craggen Knife, turn to **250**. If you do not own this knife, turn to **157**.

**290**

The burning pain becomes intolerable, and you pass out due to lack of oxygen. You are being slowly digested by the Glugg and never regain consciousness. Your adventure is over.

**291**

After all the contestants have selected their partners, the officer announces with gusto, 'Bull's Eye is an archery contest! I hope you have chosen wisely because the targets for this contest are the contestants!' He sniggers, hardly able to contain himself. The spectators gasp in shock. You look at Thump and shake your head. He stares back at you with a deep frown on his face. 'Form yourselves into two lines of fifty-five contestants, making sure you stand opposite your partner, thirty paces apart. You will be given a bow, and you must fire the arrow at your partner when you hear the trumpet sound. Anybody who is hit by an arrow will be eliminated, some fatally so.' You have no choice but to take your place in the line to face Thump.





*The haggard-looking old woman is carrying a skull on a tray*

Guards enter the arena to hand out the bows and arrows to the contestants. You see Thump's arrow aimed at you, and, in two minds as to what to do, you take aim and await the sound of the trumpet. The crowd roars as the trumpet blasts out a high-pitched note. If you want to fire your arrow at Thump, turn to **335**. If you want to aim over his head, turn to **202**.

**292**

A ghostly apparition suddenly appears at the top of the stairs. Standing motionless in the gloom is a haggard-looking old woman with a disturbing expression on her face. She has long, straggly white hair and is wearing long, baggy robes tied at the waist. She appears to be carrying a skull on a tray. When you take a step up, she takes a step down. When you stop, she stops. If you want to carry on climbing up the staircase, turn to **34**. If you want to go back down and turn right at the junction, turn to **265**.

**293**

You sit down on the bench and fall asleep immediately. You wake up ten minutes later feeling alert and energized. Add 2 STAMINA points. You stand up and decide which way to go. If you want to head west, turn 123. If you want to head east, turn 334.

**294**

The Dragonmaster examines the items on the table and hands the key to you, saying, 'I was hoping for more, but this will have to do.' Deduct the items you give to the Dragonmaster from your *Adventure Sheet*. 'You may now leave my chamber. Did I tell you that there are three Demons on the other side of the door? No, I don't think I did. Sorry, it must have slipped my mind. Anyway, good luck with them!' If you want to open the fourth lock, turn to the paragraph with the same number as the key. If you do not know the number on the key, turn to **336**. If you want to attack the Dragonmaster to retrieve your treasure items, turn to **38**.

**295**

When the man finishes chopping the log in half, he puts down his axe and looks at you with a bored expression on his face. 'Not another one,' he sighs. 'I suppose you're looking for the Orb too. Well, it's not here, and I have no idea where it is so don't bother asking. The only information I can give you is about the dungeon itself. But that comes at a cost.' He wipes his forehead and leans on his axe. 'I've been chopping wood all day, and I'm tired and hungry. Are you willing to pay for my information with food?' If you want to give the Woodcutter one of your Provisions, turn to **114**. If you would rather leave the room and carry on walking up the corridor, turn to **386**.



**296**

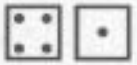
Flames bellow from the Lava Demon's mouth as it throws a huge chunk of molten lava at you, forcing you to dive out of the way. Roll two dice. If the total is equal to or less than your SKILL score, turn to **384**. If the number is greater than your SKILL score, turn to **74**.

**297**

The Ghost-Witch looks suddenly annoyed. 'You'd better go back and look for him then!' she hisses. If you want to ignore the Ghost-Witch's command and walk past her, turn to **391**. If you want to go back down the stairs and turn right at the junction, turn to **265**.

**298**

She curses loudly and asks you to pull the arrow out of her shoulder. She grits her teeth as you tug on the arrow, but does not utter a sound. You bandage her wound and ask her what she saw. 'There's a lavish chamber on the other side of the doors with big columns and a marble floor with a compass-rose inlay. I didn't see anybody in there, but that arrow wasn't fired by a ghost. We need to charge into the room, split up and attack whoever it is from both sides. Open the door – we're going in.' Turn to **394**.



### 299

The Thief looks pleased with his final choice of slab and stands with his arms crossed, smiling and nodding to the cheering crowd. The cheers suddenly turn to gasps when Lord Carnuss pulls down on the iron lever and the slabs fall away. You drop through a hole and find yourself sliding down a steep stone chute, landing awkwardly on the floor of a pit. You have sprained your ankle badly and can hardly put any weight on it. Lose 1 SKILL point. The pale light from amber crystals fixed to the wall is enough for you to see a small metal box on a ledge on one side of the pit and an iron door on the opposite side. If you want to open the box, turn to **122**. If you want to open the door, turn to **251**.

### 300

You notice that the Cyclops has a manacle on its ankle with a long chain attached to it and the other end attached to an iron ring fixed to the floor of its chamber. You slip into its cramped chamber, which reeks of stale sweat. There is a straw mattress in one corner and a wooden bucket in the other. You hear its chain rattle on the floor and look round to see the giant Cyclops standing in the doorway, chewing on a very large bone. It belches loudly and says, 'My house,' before stepping forward to club you with the huge thigh bone.

*CYCLOPS* *SKILL 10* *STAMINA 10*

If you win, turn to **151**.



### 301

You hear the coin drop on to a metal plate on the other side of the door. You try the handle again, but it doesn't turn. The door remains firmly locked. You wait for a while and hear footsteps approaching and what sounds like somebody picking up the coin from the plate. You bang on the door, but all that happens is that you hear footsteps again, with whoever it is on the other side of the door walking slowly away. Lose 1 LUCK point. Despite your best efforts, you fail to open the door, and have no choice but to turn round and head north. Turn to **279**.

### 302

The water is pure and refreshing. Add 2 STAMINA points. While drinking, you notice there is a bronze key at the bottom of the bowl. You take the key, slip it into your pocket and walk on. Turn to **365**.

### 303

You try to jump out of the way, but the Imp changes direction and ploughs straight into you at high speed. If you are wearing a breastplate, turn to **259**. If you are not wearing a breastplate, turn to **197**.

**304**

You plunge your sword into the liquid and immediately hear bubbling as toxic vapour rises from the urn. You pull your sword out quickly and curse when you see that the blade has been partly dissolved by the corrosive acid in the urn! Deduct 1 point from your Attack Strength if you use this sword in combat, and lose 1 LUCK point. Mad at yourself for damaging your sword, you stride off down the tunnel. Further along, you stop to look at a large hole in the ceiling when you suddenly hear loud stomping footsteps coming down the tunnel. You draw your sword and stand ready to face the oncoming creature. Turn to **261**.

**305**

You reach into the hole and catch hold of something cold and metallic. It's a copper key that you slip into your pocket. You try the door handle and are relieved to discover that it turns in your hand. The door opens and you walk down a long, dimly lit tunnel roughly carved out of the rock. The air is cool and dank, and it is eerily quiet. The tunnel ends at an iron door that you unlock with the key. You enter another dimly lit tunnel, passing several more iron doors that don't unlock with the key. You hear the occasional clang of a bell coming down the tunnel from a long way off and have no option but to head in that direction. Turn to **328**.



**306**

As soon as you touch the scroll, it bursts into flame, and is soon nothing more than black ash held in the clenched fist. You check the walls for hidden doors and secret passages, but find nothing. You decide that your only choice is to walk back to the previous junction and head west. As you turn the corner, you don't notice a small panel in the ceiling drop down. Nor do you see the blowpipe sticking out of it that is aimed at you. *Test Your Luck*. If you are Lucky, turn to **136**. If you are Unlucky, turn to **315**.

**307**

As soon as you have uttered the words, the illustration starts to move on the page! The man's head lifts, and you see he has a broken jaw and his mouth is hanging open. His sickly-white eyes are bulging and red-rimmed, and his skull has a deep wound in it like it has been struck with an axe. He starts to wrestle with the chains that hold him. If you want to keep the book open, turn to **96**. If you want to close the book and leave the library immediately to continue up the corridor, turn to **179**.

**308**

You grab the rope and tug on it a few times to see if it will bear your weight. It feels safe enough and, holding the rope with both hands, you take a few steps backwards and run forward to swing over the pit. You land safely on the other



*The tall hooded figure is wearing a white face mask*

side and walk on, following the tunnel west for another thirty minutes before it turns right and heads north. Turn to **112**.

**309**

The door opens into a large chamber with a high ceiling where you see a tall figure in hooded robes standing in front of a long wooden table with a heavy oak door behind them. There are two iron doors in the left-hand wall and two in the right-hand wall. On seeing you enter, the hooded figure places both hands on the table and you notice a large gemstone ring on the right forefinger of their gloved hand. You are unable to make out their face as it is hidden by a white face mask. 'You are the first to arrive here. Interesting. I thought it would have been the Warrior-Knight. No matter,' the masked figure says in a deep voice. 'I am the Dragonmaster, the senior servant of Lord Carnuss. I'll say this once. Do not attack me. It would be foolish. To progress, you must pass three tests. The first test is a game. If you win, you will take the second test. If you lose, well, let's just say it's better not to lose. I trust you are prepared for the challenges that await you. Do you have any bone dice? If you do, place them on the table.' If you have one or more bone dice, turn to **324**. If you want to reply that you do not have any bone dice, turn to **18**. If you want to attack the Dragonmaster, turn to **38**.

**310**

You see Thump nearby, sitting, arms folded, on his iron ball with a beaming smile on his face. 'That wasn't too hard, was it?' he says as you approach him. Before you can answer, the trumpet sounds again, and the officer instructs the remaining twenty-four contestants to gather at one end of the arena. Gates open at the other end, and a guard walks to the middle, carrying a large silver jug. He begins to pour chalk dust on to the sand, marking out a white line across the arena. The officer raises his sword to silence the murmuring crowd. 'The next contest is a team game called A Line in the Sand!' he bellows. 'You must now make another choice. I want twelve of you to be on one side of the chalk line and twelve of you on the other side. Either stay where you are or step over the line. Do it now.' A Pirate, a Man-Orc and a Barbarian run across the line, cheering loudly. They are immediately followed by a Thief and a Priestess. Thump turns to you and says, 'I like their spirit. I'm going to join them. Are you coming?' If you want to follow Thump across the line, turn to **398**. If you want to stay where you are, turn to **257**.

**311**

Much to your surprise, the door isn't locked. You leave the room and head west along the tunnel. Turn to **198**.



**312**

You continue to walk uphill until you reach a point where it is almost too steep to carry on. Up ahead, you see what looks like a giant dragon skull made of stone blocking the tunnel. It is held firmly in position by thick chains, making it impossible to squeeze past. You have no option but to walk back to the last junction. You walk quickly downhill and turn left into the new passageway. Turn to **237**.

**313**

You breathe in deeply as you slide the bracelet over your hand. Nothing happens at first, but suddenly the bracelet shrinks tightly round your wrist, and you are unable to take it off. The Goblin stole it from an old alchemist by the name of Gudenbad who was famous for making items that were both helpful and harmful at the same time. Your bracelet is one of those items. Lose 1 SKILL point and gain 3 STAMINA points. Finding nothing else of interest, you set off again. Turn to **158**.

**314**

The Vampire Bat that bit you on the neck was riddled with tiny PARASITIC WORMS that burrow into the wound on your neck and infect you with a deadly virus. If you have a tin of Worm Paste, turn to **30**. If you do not have a tin of Worm Paste, turn to **187**.

**315**

An unseen assailant fires a small dart at you, which hits you in the neck. It's a poisoned dart, and the poison acts quickly. Roll one die and deduct the number rolled from your STAMINA points. If you are still alive, you hurry down the tunnel and don't stop until you reach the stone archway. If you left your sword in the wooden box, turn to **252**. If you are still carrying your sword, turn to **71**.

**316**

You stand on the slab and watch the Monk stand on slab 4, and finally the Thief who steps cautiously on to slab 5. Your heart begins to pound in your chest as you see Carnuss reach for an iron lever protruding from the wall of the cave entrance. The crowd goes silent when he takes hold of it with both hands. 'Contestants, you are about to enter my Dungeon of Despair. When I pull down on this lever, you will drop through the floor. I suppose I should warn you that one of you will not survive the fall! If any of you want to change places with another contestant, do so now!' The Thief raises his hand and says, 'I'll swap if anybody else will?' If you want to change places with Fingers, turn to **133**. If you want to stay where you are, turn to **75**.

**317**

You look to your left and see that the Assassin has been struck by another arrow, this time in the stomach. It doesn't stop her, and she runs at the Zanth Archers, ready to attack them with her spear. You charge at the archers who fired their arrows at you, striking the first one down before he has time to fire another arrow at you. You fight the other two one at a time.

| | | |
|---|---|---|
| *First ZANTH ARCHER* | SKILL 7 | STAMINA 5 |
| *Second ZANTH ARCHER* | SKILL 7 | STAMINA 6 |

If you win, turn to **382**.

**318**

The itching becomes more intense as the bites turn red and angry and start to swell. You start to feel hot and realize you have got an infection. You sit down on the floor to rest, but it's not long before you break out into a fever. Lose 1 SKILL point and 4 STAMINA points. You roll over, unconscious, and when you wake up you discover that you have been robbed of all your Provisions and Gold Pieces (make a note on your *Adventure Sheet*). You stand up and look inside the chest and see a finely crafted breastplate made of polished steel. If you want to try on the breastplate, turn to **204**. If would rather walk back down the tunnel to the T-junction, turn to **33**.



**319**

As you go to draw your sword, the Juggler hurls one of his glass balls at the stone floor in front of you with a look of glee on his face. It smashes, releasing a cloud of blue gas that envelops you. Your head starts to spin, and you can't stop yourself from falling over and passing out. Lose 2 STAMINA points. When you wake up, the little man is nowhere to be seen. You stand up and notice that your backpack is open and some of your possessions are gone. Lose 1 LUCK point and remove five items from your *Adventure Sheet*. There is nothing you can do but curse the Juggler and choose which way to go. If you want to head west, turn 123. If you want to head east, turn 334.

**320**

You climb feet first into the chute and slide down, landing heavily on the rock floor of a tunnel below. Lose 1 STAMINA point. Wondering which way to head, you hear loud, stomping footsteps coming from east end of the tunnel. You draw your sword and stand ready to face the oncoming creature. Turn to **261**.

**321**

Tripping over the wire triggers small, needle-sharp iron spikes to shoot up from holes in the stone floor. You stumble forward in the darkness and step on a spike that goes through the sole of your boot and pierces your foot. Lose 2 STAMINA points. Once clear of the spikes, you walk on slowly, keeping an eye out for more traps. Turn to **62**.

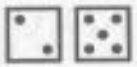
**322**

You lift Thump's helmet off his head and see a gold key nestled in his thick hair with the number 180 stamped on it. You put it in your pocket and head north along the corridor. Turn to **6**.



**323**

Time passes slowly in the blistering heat, which is draining your energy. Lose 1 STAMINA point. All you can think about is having a long drink of cold water. You feel dizzy and dehydrated, but manage to stay on your feet without moving. Turn to **141**.



## 324

The Dragonmaster places three black dice on the table that have skulls on the faces instead of numbers. He calmly rolls his dice several times and says in a cold voice, 'The game we are about to play is the game of life. Your life. I roll my dice. You roll yours. Highest total wins. But, since this is the first test, I'm going to give you the chance to improve your dice roll. To do that, however, you will need to give me some charms. I collect charms, and I know there were four hidden in the dungeon. Did you find any? If you did, I suggest you place them on the table.' If you possess any charms and want to put them on the table, turn to **170**. If you want to tell the Dragonmaster that you do not have any charms, turn to **226**.

## 325

Picking your way through the candles, you walk over to the shield and lift it off the wall. It is sturdy and incredibly well made and looks like it will give you good protection in combat. You are holding a Sentinel Shield that has magic powers. Add 1 LUCK point. Add 1 point to your Attack Strength when using the shield in combat. If you have not done so already, you can take look at the helmet (turn to **139**) or, if you want to leave the room and continue walking up the tunnel, turn to **86**.



## 326

The Dragonmaster takes a key out from under his robes and unlocks the door. 'So near yet so far,' he says spitefully as he pushes the door open. You walk out into bright sunlight and find yourself at the top of a flight of stone steps with a huge crowd of people gathered at the bottom. They cheer loudly when they see you, but their cheers turn to jeers when they find out that you do not have the Golden Orb. You are pelted with rotten eggs and tomatoes and have to be rescued by the guards. You are marched to the harbour and put on a boat to take you back to the mainland. Your adventure is over.

## 327

When you reach the top of the steps, you see that the narrow passageway carries straight on. With the burning torches spaced far apart on the wall, it is difficult to see far ahead, but there is a door in the left-hand wall just a few metres away. You try to open it but find it is locked. There is a note pinned to the door that says 'Knock three times to enter'. If you want to knock on the door, turn to **353**. If you want to keep on walking, turn to **230**. If you want to go back down the staircase and turn right at the junction, turn to **265**.



*A small creature is locked in an iron cage hanging from the ceiling*

**328**

You head east along the tunnel with the sound of the bell getting noticeably louder. It leads into a cavern where you see a small iron cage suspended from the low ceiling by a thick rope. A small humanoid with long, pointed ears and a wild look in his eyes is sitting in the cage with his legs dangling out. He is holding a brass bell, and he looks very annoyed. Beyond the cage, you see there are two archways leading out of the cavern, one a continuation of the tunnel and the other a stairwell with spiral steps going up. When he sees you, the HOBGOBLIN starts banging the bell against the iron bars. 'You, human! Open cage!' he screams at the top of his voice. 'If help, me help.' If you want to help the Hobgoblin, turn to **161**. If you want to ignore him and walk over to the archways, turn to **393**.

**329**

You slide down the shaft and land in the new tunnel, unaware that your backpack is crawling with COCKROACHES. If you have any Provisions remaining, the Cockroaches gnaw their way through two of them before you notice and shake them out. Looking south, you see the tunnel ends almost immediately at a doorway. Looking north, you see a door in the right-hand wall some thirty metres ahead. If you want to open the door in the south wall, turn to **222**. If you want to head north, turn to **279**.

330

You place the ring on your finger, but don't sense it has magic powers. If you have not done so already, you can drink the liquid from the bottle (turn to **268**). If you do not want to drink the liquid, you can continue east (turn to **243**) or turn round and go back to the junction to head west (turn to **80**).

331

The corridor turns sharply left and you head east until you come to another door in the right-hand wall. You listen at the door, but do not hear anything. If you want to open the door, turn to **272**. If you want to carry on walking along the corridor, turn to **179**.



332

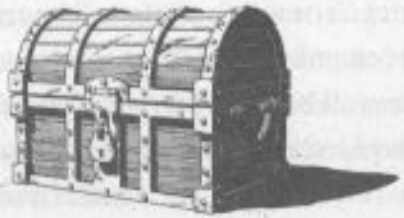
You search through your pockets and find the iron key you are looking for. The Gnome whoops for joy when you free him and gives you a Gold Piece as a reward. 'If you were thinking of going north, don't. There's a lethal trap up ahead.' If you want to carry on heading north, turn to **247**. If you want to take the Gnome's advice and turn round, turn to **375**.

333

You pass by an iron bucket hanging on a nail on the wall in which you find a silver coin with a crown embossed on one side and a dragon on the other side. Add 1 LUCK point. You put the coin in your pocket and walk on. It's not long before you arrive at a junction. Up ahead, you see there is a doorway in the left-hand wall of the tunnel. There is a narrow passageway in the right-hand wall that leads to a flight of stone steps going up. If you want to carry straight on, turn to **265**. If you want to walk down the passageway to the staircase, turn to **2**.

334

You walk quickly along the corridor to where it comes to a dead end some fifty metres down. There is a leather bag hanging by a cord on the end wall. The bag contains 2 Gold Pieces. Add 1 LUCK point. With the passageway at a dead end, you have no choice but to walk back to the junction and head west. Turn to **123**.





335

There is an eerie whooshing sound as a cloud of arrows flies across the arena, followed by the sickening thud of many of them hitting their target. There are loud oohs and aahs coming from the baying crowd as contestants fall to the ground, clutching the arrows lodged in their torsos. Roll two dice. If the total rolled is the same or less than your SKILL score, turn to **223**. If the total rolled is greater than your SKILL score, turn to **155**.

336

The Dragonmaster shakes his head and says solemnly, 'You have failed in your quest, but, thanks to the generosity of the great Lord Carnuss, your life will be spared for having reached this chamber.' The Dragonmaster pushes a lever down on the wall behind him, which opens a trapdoor in the floor above a chute. He gestures for you to slide down it and says, 'Freedom awaits you.' If you want to slide down the chute, turn to **214**. If you want to attack the Dragonmaster, turn to **38**.

337

You reach out and grab the handle. It doesn't turn, but you notice some words etched in the tail of one of the dragon engravings on the back of the door. If you want to read the words, turn to **203**. If you would rather walk over to the throne to pick up the Orb, turn to **228**.

338

The Zombie turns to dust on the floor, leaving behind nothing more than its manacles. If you have not done so already, you can either open the book entitled *Mages and Magic* (turn to **263**) or open the book entitled *Dungeon of Despair* (turn to **152**). If you want to leave the library and continue up the corridor, turn to **179**.

339

The Dwarf glares at you with contempt. 'Thanks a lot,' he says angrily as he barges past you. You decide to let him go on his way and continue walking along the tunnel. It's not long before you come to a dead end where a rockfall has blocked the passageway. There is nothing there except for the smouldering remains of a campfire, and all you can do is turn round and exit the tunnel. You are soon back at the copper mouth and turn right to head north up the passageway. Turn to **138**.

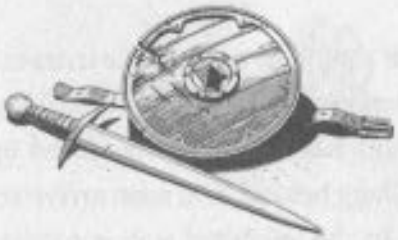
**340**

You pass by several more arrows chalked on the wall until the tunnel comes to a dead end. There is one more arrow on the end wall pointing down to a large wooden chest on the floor. If you want to open the chest, turn to **135**. If would rather walk back down the tunnel to the T-junction, turn to **33**.



**341**

The Dragonmaster brings his arm forward and opens his hand. It is empty. 'You have failed in your quest, but, thanks to the generosity of the great Lord Carnuss, your life will be spared for being the first contestant to get to this point.' The Dragonmaster pushes a lever down on the wall behind him, which opens a trapdoor in the floor above a chute. He tells you to slide down the chute, adding, 'Freedom awaits you.' If you want to slide down the chute, turn to **214**. If you want to attack the Dragonmaster, turn to **38**.



**342**

The Thief looks disappointed that nobody wants to change places with him, but he shrugs his shoulders as though he doesn't care. The crowd gasps when Carnuss pulls down on the iron lever and the slabs fall away. You drop through a hole and find yourself sliding down a stone chute to land heavily at the bottom of a deep pit. Lose 1 STAMINA point. The pale light from amber crystals attached to the pit wall is just enough for you to see that the floor is covered in a writhing mass of SNAKES. There is a ladder attached to the pit wall that goes up to a wooden door higher up. If you want to fight the Snakes, turn to **189**. If you want to climb the ladder to open the door, turn to **110**.

**343**

You open the cupboards and chests, but find nothing except for a piece of paper tucked away at the back of one of the drawers. There is tiny handwriting on the paper that is so small that you are unable to read it. If you possess a magnifying glass, turn to **203**. If you do not possess a magnifying glass, turn to **11**.

### 344

Bronze is a metal that is an unbearable irritant to a Glugg. As soon as it is exposed to the bronze, the Glugg ejects you from its body. Add 1 LUCK point. You stand up and walk on, leaving the Glugg behind, and soon arrive at a junction. The new tunnel in the left-hand wall is narrow and has a very low ceiling. There is a putrid smell like rotten eggs coming from it and you decide to carry straight on. Turn to **115**.

### 345

The sword was forged long ago by a master swordsmith using the finest steel. You cut it through the air and marvel at its workmanship and fine balance. You have found a legendary Doom Sword. If you wish to take the Doom Sword, you must leave your own sword behind. If you have not done so already, you can either pick up the drawstring bag (turn to **24**) or, if you want to keep on walking, turn to **145**.

### 346

The Troll continues to insult you and lifts his spear in the air. You reach for your sword, but the Troll strikes before you can get hold of it. Your adventure is over.





### 347

You walk into the middle of the room and step warily on to the metal plate. It's solid and doesn't move. A monotone voice suddenly booms out from above. 'Welcome to the Room of Doom. The door is now locked. There is no other way out. One of the numbered boxes in front of you contains a key to unlock the door. You must now choose one box to open. And one box only. Do not open a second box.' You look at the boxes, which are numbered 1 to 3. Will you:

| | |
|---|---|
| Open box No. 1? | Turn to **41** |
| Open box No. 2? | Turn to **132** |
| Open box No. 3? | Turn to **212** |
| Walk over to the door and try to open it? | Turn to **311** |





*A barefooted man approaches pointing a wooden staff*

**348**

There is a T-junction up ahead where you see somebody run across, heading west. It's a bald, barefooted man who is carrying a wooden staff. He is wearing light brown robes tied at the waist, and his calves are bound with strips of cloth. It's Uzman Koh, the Monk. You hurry to the junction and call out his name. He stops and turns with a surprised look on his face. He walks slowly back towards you, watching you intently with his staff pointed at you. 'Hello, my friend,' he says calmly. 'Nothing personal. I'm just not taking any chances. I'm sure you understand. Everyone and everything is trying to kill me down here. Maybe we should team up? I'm heading west. Do you want to join me?' If you want to team up with the Monk, turn to **178**. If you want to decline his offer and tell him you are going to head east, turn to **240**.

**349**

With the Barbarian struggling to get back on his feet, you can't stop being pulled forward. Thump loses his footing and falls backwards, landing on the Priestess behind him. The Man-Orc yells at everybody to get back on the rope, but the chance to recover is gone. You continue to slide forward until the officer raises his sword to signal you have been dragged forward by a metre. The stone floor drops away beneath you, and you and your team fall into the void, screaming in terror. Your adventure is over.

### 350

You dive through the doorway just in time, with the heavy door slamming shut behind you. You try the handle, but it is firmly locked, and you have no option but to walk back along the passageway to the fire pit. When you enter the cave, you see the Lava Demon standing in your way. It scoops up a huge fistful of molten lava and hurls it at you. Its aim is deadly accurate. Your adventure is over.

### 351

The ceiling continues to grind its way down the walls, and there is nothing you can do to stop it. You try standing your sword upright on its tip on the floor, but the blade snaps under the weight of the ceiling. There is no way to escape being crushed. Your adventure is over.



### 352

The ravine is no more than two metres across. You throw your backpack and sword over the ravine and step back, ready to jump. You breathe in hard and run as fast as you can to jump over the ravine. You land safely on the other side and gather your belongings to carry on up the tunnel. Add 1 LUCK point. Turn to **174**.



### 353

As soon as you start to knock on the door, it flies open, and you are jumped on by a burly TROLL GUARD who lands a heavy blow on your head with a wooden club. If you are wearing a helmet, lose 1 STAMINA point. If you are not wearing a helmet, lose 2 STAMINA points. You stumble backwards against the opposite wall and try to clear your head as the Troll Guard raises his club to strike again. You must fight him.

| | | |
|---|---|---|
| *TROLL GUARD* | *SKILL 7* | *STAMINA 6* |

If you win, turn to **245**.

### 354

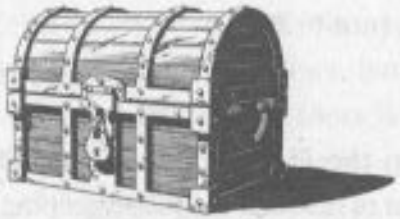
You run to the Dwarf's aid and see there is a dagger sticking out of his back and blood seeping from his leather armour. He sees you and coughs. 'I didn't think I'd see you again,' he says slowly, spitting blood, his face contorted with pain. 'I'm done for. I'm not sure who did it. It could have been the ice-cold Assassin or that slime rat, Uzman Koh. I never trusted either of them.' His eyes suddenly widen as he draws in his last breath and slowly exhales. His head slumps forward and you realize there is nothing you can do for him. A quick search through his pockets yields 2 Gold Pieces and two charms, one a four-leaf clover and the other a small horseshoe. You put them in your pocket and head north along the corridor. Turn to **6**.

**355**

You draw your sword and ready yourself for combat. Three GIANT SEWER RATS emerge from the gloom and leap at you with their open jaws flashing long, needle-sharp teeth. You must fight the Sewer Rats one at a time.

| | | |
|---|---|---|
| *First GIANT SEWER RAT* | SKILL 5 | STAMINA 4 |
| *Second GIANT SEWER RAT* | SKILL 4 | STAMINA 5 |
| *Third GIANT SEWER RAT* | SKILL 5 | STAMINA 5 |

If you win, turn to **88**.



**356**

You head east, leaving the Monk behind with the tunnel beginning to twist and turn. The floor is very uneven, and you have to watch your step to avoid tripping over. Looking down at the floor, you catch sight of something half buried under a rock that reflects the light of a burning torch on the wall. You reach down and pick up a stoppered bottle made of frosted glass. If you want to open the bottle, turn to **99**. If you want to put the bottle in your backpack and continue east, turn to **201**. If you want to go back and join the Monk, turn to **271**.

**357**

The Dragonmaster points a finger at you and says, 'You win. You have passed the first test, but now a tougher test awaits you. When you were exploring the dungeon, did you find any small metal balls bearing a dragon motif? They are Dragon Balls. If you have any, place them on the table.' If you possess Dragon Balls and wish to put them on the table, turn to **395**. If you want to tell the Dragonmaster that you do not have any, turn to **148**.

**358**

You walk over to the mirror and examine the frame and the fine detail of the snakes. When you look at the mirror, you feel a strange sensation on your face as though somebody is drawing a line down it. A jagged red line suddenly appears on your face, running from your forehead, over your left eye and down your cheek to your throat. The line turns into an ugly scar that looks exactly like the crack in the mirror. The mirror is cursed! You feel strangely weak, but there is nothing you can do to remove the Voodoo Scar. Lose 2 SKILL points and 2 LUCK points. If you haven't done so already, you can pick up the silver ring. Turn to **126**. If you would rather leave the room to walk up the corridor, turn to **331**.

**359**

You wipe the blood off the handle with a piece of cloth and open the door. Inside, you see a man in chain-mail armour lying face down on the floor. There is no sign of life. His broken sword and shield are lying by his side. If you want to search the body, turn to **185**. If you want to close the door and head north, turn to **154**.

**360**

You breathe in deeply and walk over to the door. You turn the key and hear the satisfying click of the lock mechanism turning. The Dragonmaster nods approvingly and says, 'A good start. Now you must select another key to unlock the second lock.' If you know which key to use, turn to the paragraph with the same number as the key. If you do not know which key to use, turn to **336**.

**361**

When all the contestants have teamed up with their partners, the officer announces with gusto, 'Bull's Eye is an archery contest! I hope you have chosen wisely because the targets for this contest are the contestants!' He sniggers, hardly able to contain himself. The spectators gasp in shock. The Pirate shakes his head and looks at you. 'Bah! Give me a cutlass any day,' he says despondently in a heavy accent. 'I've never fired a bow and arrow in my life, and I'm not going to start now. I'm quitting. Good luck to you. I hope you make it through.' He walks over to a guard who leads him unceremoniously out of the arena. There is a huge roar from the spectators when a trumpet blasts out a sharp note followed by the eerie whooshing sound of arrows flying across the arena, many of them hitting their targets. There are gasps from the crowd as contestants fall to the ground, clutching the arrows lodged in their torsos. Listening to the groans of the injured contestants, you are pleased to have missed this round. You scan the survivors and see Thump standing, hands on hips, with a big grin on his face. The trumpet blasts out again and the officer instructs the remaining contestants to line up against the wall opposite him while the injured are led out and the dead are dragged from the arena. You walk over to Thump and ask him what happened. 'I never learned how to use a bow and arrow so I figured that if I aimed to miss the Thug, I would be more likely to hit him. And I did!' he says, roaring with laughter. The officer looks along the line of contestants and says without any emotion in his voice, 'By my count, there are forty-eight contestants left in the tournament. Lord Carnuss requires that number to be reduced to twelve within the hour. It is time to choose a partner for the next contest. Do it now!' You agree with Thump's suggestion to split up, at least for now. If you want to choose the Thief on your left, turn to **98**. If you want to choose the Ninja on your right, turn to **184**.



*A wounded Dwarf approaches armed with two short swords*



**362**

You step into the demon's mouth and find yourself in a roughly hewn, twisting tunnel that has a very uneven floor. Watching where you step so as not to trip over, you walk round a bend and almost bump into somebody walking towards you. It is a Dwarf armed with two short swords. He is hunched over and looks to be in a bad way from his many wounds, which are bandaged with bloodstained strips of cloth. He eyes you suspiciously and says, 'Friend or foe?' If you want to reply 'Friend', turn to **273**. If you want to reply 'Foe', turn to **196**.

**363**

Your hand axe is sharp and sends large splinters of wood flying everywhere. You manage to cut a hole in the door big enough for you to climb through. You throw your backpack through the hole and dive after it with the ceiling just seconds away from touching the floor. Turn to **249**.

**364**

A figure appears at the top of the stairwell who looks surprised to see you. No more than a metre and a half tall, the ugly little creature has warty skin and long pointed ears, and is dressed in animal skins and odd bits of armour. It's a GOBLIN GUARD with another one behind him. The leading Goblin Guard reaches for his dagger and quickly throws it at you. *Test Your Luck*. If you are Lucky, turn to **59**. If you are Unlucky, turn to **281**.

365

You hear muffled cries for help coming from down the tunnel. You walk quickly on and soon arrive at an open doorway in the left-hand wall from where you can hear a female voice screaming, 'Help! Help!' It is a voice you have heard before! Turn to **29**.

366

You notice a slight incline in the tunnel floor that becomes gradually steeper as you walk along. There are carvings of skulls on the tunnel wall and one large carving of slaves dragging a huge dragon skull along a passageway. You walk on, with the steepness of the tunnel floor steadily increasing. You see a lever pointing upward in a slot in the right-hand wall. If you want to pull the lever down, turn to **57**. If you want to carry on walking uphill, turn to **312**.

367

Still breathing hard after fighting the Demon, you wade into the shallow water. With your eyes now adjusted to the gloom, you see there are steps leading up to the entrance to another tunnel on the left side of the cavern. You have no choice but to wade through the water over to the tunnel. *Test Your Luck*. If you are Lucky, turn to **9**. If you are Unlucky, turn to **134**.



368

Thump looks at you scornfully and says, 'Suit yourself.' Once outside, the officer leads you along a track lined with hundreds of cheering spectators. You soon arrive at a cave with its entrance surround carved into the shape of two fire-breathing dragons locked in battle. Standing there, waiting to greet you, is Lord Carnuss, resplendent in his purple robes. A huge crowd of people has gathered at the entrance, with everybody jostling for position, desperate to see the contestants close up. Carnuss motions for the crowd to hush so that he can be heard. 'I congratulate all six of you for getting this far. You are all heroes, but alas, there can only be one champion. I now want each of you to stand on one of the slabs on the ground here,' he says invitingly, pointing to six numbered stone slabs on in front of him. The Assassin makes her mind up quickly and stands on slab number 1, followed by Caldwell who steps confidently on to slab 3, and Thump who jumps on to slab 6. If you want to stand on slab 2, turn to **316**. If you want stand on slab 4, turn to **176**. If you want to stand on slab 5, turn to **40**.

369

You begin to feel unwell and double over with stomach cramps and nausea. You drop your sword and slump down on the floor, shivering and shaking, and pass out. You have drunk the Assassin's poison. Lose 8 STAMINA points. If you are still alive, turn to **121**.



**370**

Sliding the wooden panel open reveals a sunstone, set in a small mirrored box, that gives off powerful rays of white light. *Test Your Luck*. If you are Lucky, turn to **108**. If you are Unlucky, turn to **61**.

**371**

The man pockets your Gold Pieces and says, 'You will not be disappointed.' He turns and disappears into the crowd. You slide the knife into your belt and walk on to catch up with Thump. Turn to **12**.



**372**

You cut down several Snakes with your sword, but many more lunge at you to sink their poisonous fangs into your leg. Roll one die to determine how many of them bite you and reduce your STAMINA by 2 points for each bite. If you are still alive, turn to **63**.

**373**

You keep on walking and soon come to the edge of a deep pit. You think about jumping over it when you are suddenly pushed in the back. You fall head first into the pit and land heavily on a rocky floor. Lose 2 STAMINA points. You scramble to your feet and look up to see the Monk staring down at you with a smug grin on his face. 'Ha! Nobody ever hears me coming. You didn't. Thump didn't. Stealth is my gift, and I'm using it to win back the Golden Orb for Baron Sukumvit. He let me out of prison to compete here and promised me my freedom and 10,000 Gold Pieces if I returned the Orb to him. He even promised me a special reward if I eliminate Carnuss. And that's what I'm going to do. Enjoy yourself down there.' You watch the Monk leap silently across the pit and disappear. You realize that nobody was following you; it was just a ploy by the Monk to get you to walk ahead of him. The walls of the pit are smooth and impossible to climb, and a climbing rope is useless with nothing to tie it to. Time passes and you begin to think there is no way out of the pit when you hear a familiar voice from above. You look up and see it is the Assassin, Azurra Xang. 'Well, well, look who it is. What a surprise. It's so good to see you again,' she says sarcastically, smiling smugly. 'Now, remind me, what happened when you saw me trapped at the bottom of the Spider Pit?' If you helped the Assassin out of the pit, turn to **217**. If you did not help her, turn to **68**.

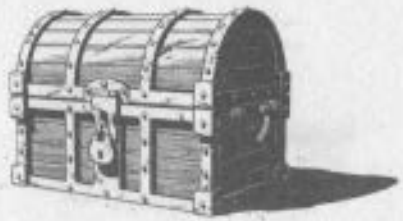
**374**

As he falls to the ground, the Woodcutter in his dying breath swings his axe at the clay pot, knocking it off the table. It smashes on the stone floor, and you see yellow gas rising from the broken pot. You grab his hand axe with gas beginning to fill the room. Your eyes start to water, your lungs feel like they are burning, and you start to cough uncontrollably. You fumble around, searching for the door handle, breathing in more poisonous gas before managing to escape from the room. Lose 1 SKILL point, 3 STAMINA points and 1 LUCK point. Still reeling from the effects of the gas, you stagger on up the corridor. Turn to **386**.

**375**

It doesn't take you long to get back to the junction where you continue straight on, heading east. The passageway soon makes a sharp left turn, and you walk north until you come to a tunnel in the right-hand wall that has an entrance in the shape of the head of a horned demon. It is made of copper that has turned bluish green with verdigris, and its open mouth is big enough to step through. There are burning torches on either side of the entrance and a large brass gong hanging in its wooden frame next to it. If you want to continue walking north, turn to **138**. If you want to enter the new tunnel, turn to **362**. If you want to ring the gong with the striker, turn to **92**.





**376**

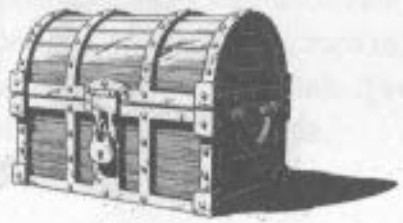
The narrow torchlit passageway continues north for fifty metres before turning sharply right where you arrive at a staircase. You walk up the long flight of stone steps and, when you get to the top, you see that the passageway comes to a dead end twenty metres ahead. You walk on to the end of the passageway where you see arrows marked on the wall pointing downwards. You brush away loose sand and see that one of the stone slabs in the floor is hinged and has a small ring-pull handle fixed to it. You lift the slab up to find a tunnel directly below. There seems there is nothing else you can do but jump down. The new tunnel runs north to south. Looking north, you see that the tunnel soon ends at a doorway. There are burning torches on either side of the door, which you see is covered with deep scratch marks. Curious, you decide to investigate. Turn to **48**.





**377**

You stand opposite the Man-Orc, who grunts loudly when he catches your eye. The gates open and an ox-drawn cart piled high with large iron balls rolls slowly into the arena. The officer instructs everybody to take an iron ball from the cart and stand holding it above their head opposite their partner. The ball is heavy, and you have difficulty in lifting it above your head. Snarling and snorting to focus on the task, the Man-Orc has no trouble lifting his ball. Your arms soon start to ache. The crowd cheers as iron balls thud into the ground all around the arena with the eliminated contestants led away by the guards. The muscles in your arms tremble under the weight of the ball, and you wonder how much longer you can last. Lose 2 STAMINA points. You glare at the sweating Man-Orc, whose gritted teeth and wide-eyed expression tell you that he is also beginning to feel the strain. Turn to **149**.





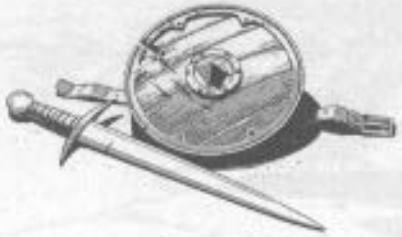


**378**

You slide down the rope for a few seconds before landing on a solid stone floor in near pitch-black darkness. You cannot see anything, but hear the faint sound of flapping wings and realize there are creatures flying round your head. Something bites you on the neck, which you brush away with your hand. You feel blood trickling down your neck. Lose 1 STAMINA point. When your eyes to adjust to the dark, you see three VAMPIRE BATS circling the cavern you are standing in. You draw your sword and must fight them one at a time.

| | | |
|---|---|---|
| *First VAMPIRE BAT* | *SKILL 5* | *STAMINA 5* |
| *Second VAMPIRE BAT* | *SKILL 5* | *STAMINA 6* |
| *Third VAMPIRE BAT* | *SKILL 6* | *STAMINA 5* |

If you win, turn to **280**.





*Smoke billows from the Dragon's nostrils as it roars and belches fire*



379

When you place the Dragon Ball on the table, the Dragonmaster says in a condescending voice, 'Finding only one Dragon Ball is pitiful. Because of that, you have a very daunting task ahead of you. Follow me.' He walks over to the first iron door in the left-hand wall and unlocks it. He opens the door and beckons you to walk through, saying, 'If you survive, knock on the door. I'll be waiting for you.' You draw your sword and walk into a huge cave. You hear the door slam shut behind you and stare in disbelief at the size of the RED DRAGON standing threateningly in the middle of the cavern. Its torso is covered with thick red scales and it has huge dark red wings. Smoke billows from its nostrils. It sees you and roars, belching fire so close to you that you feel the heat from it on your face. You must fight the young fire-breathing Dragon.

*RED DRAGON* SKILL *11* STAMINA *16*

If you win, turn to **32**.



**380**

The dagger strikes you painfully in the thigh, causing a deep wound. Lose 2 STAMINA points. You pull it out of your leg and slide it into your belt and attend to your wound. You walk over to the shelf at the back of the room with Xang screaming angrily at you. 'You'll regret this!' she shouts. 'May the Fireworms of Slann burn through your eyeballs!' Ignoring her wrath, you look inside the silver chalice and find a small solid silver ball that is etched with a dragon motif. You place both items in your backpack and leave the room to carry on up the tunnel with the Assassin still cursing you loudly. Turn to **124**.



**381**

The Dragonmaster tells you to put the keys down on the table. He picks up one of them, taps the table with it and says, 'You have done well to find all four Compass Keys. Lord Carnuss did not think it would be possible. You will see that the door behind me has four keyholes in it. These must be unlocked in strict order from top to bottom. Choose a key to open the top lock.' If you know which key to use, turn to the paragraph with the same number as the key. If you do not know which key to use, turn to **336**.



**382**

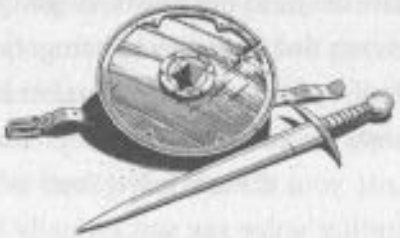
You look over to the Assassin and watch her despatch the final archer. She drops to her knees, holding her stomach, with blood oozing out between her fingers. She looks at you through half-open eyes and shakes her head, knowing there is no hope for her. She rolls over on her side and goes limp. 'Lost your friend, have you? What a shame,' you hear a familiar voice say sarcastically from the back of the chamber. A figure steps out of the shadows who you recognize instantly. It's Uzman Koh! 'I didn't think I would see you again. Who is going to save you now?' he says, sneering. 'The answer is nobody!' He runs towards you at speed, leaps into the air and does a double backflip, landing almost on top of you. He spins round and lunges at you with his staff. You must fight the Monk! Unless you are wearing a silver armband, you will find it hard to focus on the Monk's agile movements and must reduce your Attack Strength by 1 point during this battle.

| *MONK* | *SKILL 10* | *STAMINA 8* |
|---|---|---|

If you win, turn to **209**.

**383**

You tentatively slide the ring on to your middle finger, half expecting something to happen. You do not feel any different, but, unbeknownst to you, you are wearing a Ring of Ill Fortune. Lose 3 LUCK points. Unaware that the ring is cursed, you put the box back on the ledge and walk over to the iron door to open it. Turn to **251**.

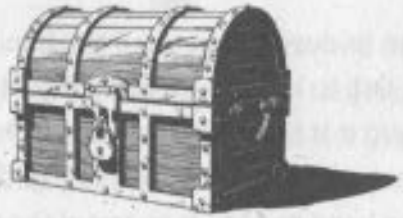


**384**

You hit the floor with the bulk of the lava flying overhead, but a small lump of it lands on your arm. The pain is intense, but you manage to scrape the lava off with your sword to prevent yourself being too badly burned. Lose 3 STAMINA points. As the Lava Demon reaches down to pick up more lava, you seize your chance and run as fast as you can along the pathway round the fire pit into the new tunnel. Turn to **129**.







**385**

When you lift the lid, your nostrils are filled with the terrible stench coming from the rotten meat stored inside the chest. A cloud of BLACK FLY swarms out of the chest and buzzes round your head. You hold your breath and drop the lid, but cannot avoid being stung by the Black Fly as they fly out of the room. Lose 1 STAMINA point. If you have not done so already, you can either eat the food on the table (turn to **168**) or try to open the door at the back of the room (turn to **67**). If you would rather leave the room and head north up the passageway, turn to **230**. If you want to leave the room and run back down the staircase and turn right at the junction, turn to **265**.

**386**

You soon arrive at another door in the left-hand wall of the tunnel. You listen at the door, but do not hear anything. If you want to enter the room, turn to **229**. If you want to keep walking, turn to **86**.

**387**

You breathe in deeply and put your hands slowly under the Golden Orb to lift it up. It is solid gold and heavy. You are convinced it is the fabled treasure. While you are busy packing it away in your backpack, one of the fingers drops off the stone hand and lands on top of the plinth. You hear a hissing sound and see gas escaping from where the finger broke off from the hand. You rush over to the bronze door and strike the knocker against the door. Long flames shoot out from the dragon's mouth and burn you. Roll one dice and reduce your STAMINA points by the number rolled. If you are still alive, turn to **127**.

**388**

The monotone voice booms out again the moment you touch the box lid. 'The instruction was to open one box only. You must suffer the consequences of your action.' The iron plate in the middle of the room slowly rises to reveal a large hole from which hundreds of small, venomous SCORPIONS crawl out with their large stingers raised. You do your best to fend them off, but one of them stings you. Lose 2 STAMINA points. You feel weak from the effects of the poison and stagger over to the door and put the key in the lock only to find that the door isn't locked. You stamp angrily on a Scorpion and leave the room to head west along the tunnel. Turn to **198**.



**389**

There is an eerie whooshing sound of arrows flying across the arena, many of them hitting their targets, including you. The High Elf's arrow sinks into your left thigh, making you scream out in pain. A guard grabs your arm and drags you out of the arena with no concern for your injury. You look back and see the High Elf leaning on her bow, waving at you with a smirk on her face. You can hardly believe that you are out of the contest so soon. Your adventure is over.

**390**

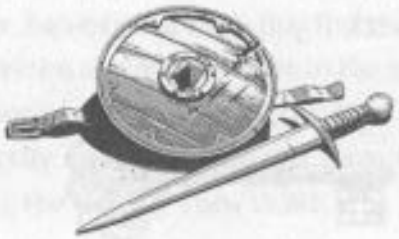
You sit down on the bench and watch him juggle his glass balls. 'Have a nap. I'll wake you if a monster appears!' he says jovially. You are soon fast asleep and, when you wake, the little man is nowhere to be seen. The sleep has revived you and given you some much-needed energy. Add 2 STAMINA points. When you stand up, you notice that your backpack is open and some of your possessions are gone. Lose 1 LUCK point and remove five items from your *Adventure Sheet*. There is nothing you can do but curse the Juggler and choose which way to go. If you want to head west, turn to **123**. If you want to head east, turn to **334**.





**391**

As you climb up the next step, the Ghost-Witch's eyes widen, and she lets out a high-pitched screech that echoes down the passageway. She glides down the staircase and reaches out with a bony hand that passes through you as though you are a ghost yourself. You feel a sudden chill, and a sensation like an ice-cold hand squeezing your heart. Lose 1 SKILL point and 5 STAMINA points. If you are still alive, you watch the Ghost-Witch glide along the passageway and disappear left round the corner. If you want to climb to the top of the staircase, turn to **327**. If you want to go back down the steps and turn right at the junction, turn to **265**.







**392**

The door opens into a narrow corridor with a polished stone floor and smooth walls. There are paintings on the walls running the length of the corridor. All the paintings are of Baron Sukumvit being attacked by hideous creatures. There is a door in the left-hand wall halfway down the corridor, and another door at the end. If you want to open the door on the left, turn to **51**. If you want to open the door at the end of the corridor, turn to **309**.



**393**

You peer into the tunnel heading east out of the cavern and see it is narrow and gloomy. You peer into the second archway and look up the staircase, but can't see anything unusual. If you want to walk down the tunnel, turn to **207**. If you want to climb the spiral staircase, turn to **238**.



*They are deadly bowmen from the Southern Plains*



**394**

You breathe in deeply and pull both doors open. You charge into the chamber together, screaming at the top of your voice. For a moment, it looks like there is nobody in the chamber, but suddenly six lanky creatures with pointed heads and long teeth jump out from behind the stone columns. They are ZANTH ARCHERS, deadly bowmen hired in from the Southern Plains. They take aim with their longbows and let fly their arrows at you. If you are carrying a shield, turn to **191**. If you are not carrying a shield, turn to **266**.

**395**

The Dragonmaster watches you carefully as you reach into your backpack and says, 'How many Dragon Balls do you have?' Will you reply:

| | |
|---|---|
| One | Turn to **379** |
| Two | Turn to **84** |
| Three | Turn to **276** |
| Four | Turn to **107** |
| Five | Turn to **193** |

**396**

As you turn to walk away, she throws a dagger at you in anger. *Test Your Luck*. If you are Lucky, turn to **190**. If you are Unlucky, turn to **380**.



397

You discover a tin in one of the drawers that rattles when you shake it. You prise the lid off and find a gold key with the number 90 stamped on it. Pleased with your find, you walk over to the door to leave the room. Turn to **82**.

398

You run across the chalk line with Thump and five others. With the teams established, a party of scrawny slaves enters the arena, carrying shovels. They begin digging out the sand on both sides of the white line to reveal two long sections of solid stone floor. When they are finished, more slaves enter the arena, carrying a long length of thick rope. They lay it lengthways across both sections of the stone floor with half of it on one side of the chalk line and half of it on the other side. 'A Line in the Sand is a Tug-of-War contest. It will be the final contest in the arena,' the officer announces triumphantly to rapturous applause from the crowd. 'Take your positions on the rope.' Your team members look at each other before the tall Barbarian says in a gruff voice, 'I should be the lead puller.' 'And I should be the anchor,' the Priestess says, smiling. 'Why you? I am stronger than you. I should be the anchor,' the Man-Orc says dismissively. 'You'll see,' the Priestess replies calmly. 'Let's vote on it,' says Thump, and everybody agrees. If you want to vote for the Priestess to be the anchor, turn to **130**. If you want to vote for the Man-Orc to be the anchor, turn to **278**.

399

It's not long before you arrive at another junction. The new tunnel in the left-hand wall is narrow and has a very low ceiling. There is a putrid smell like rotten eggs coming from the entrance and you decide to carry straight on. Turn to **115**.

400

You find yourself at the top of a flight of stone steps, staring down at a huge gathering of people standing at the bottom who are waving and cheering loudly. The sunlight is very bright, and it takes a few moments to get used to it. You hold the Golden Orb in the air, which makes the crowd cheer even louder. Suddenly the cheers turn to whispers. The crowd parts, and you see Lord Carnuss approach with his bodyguards at his side and his entourage walking behind him. He stops and looks up at the Gatekeeper who is standing next to you. The Gatekeeper nods once, and Lord Carnuss beckons you to join him. You walk down the steps to stand facing Lord Carnuss, who stares at you fiercely. 'Congratulations,' he says through gritted teeth. 'You have done well to survive my dungeon. You are a true champion. Your prize is one of the greatest treasures in Allansia.' He shakes your hand firmly and leans forward to whisper in your ear, 'I only hope you live long enough to enjoy it.' You smile and hand him the handwritten note from Baron Sukumvit. He looks stunned when he reads it. He looks up and says, 'I didn't expect anyone to win through today, but

it is my good fortune that it was you who did. My brother must pay for his treachery with his life. You have proved yourself to be an elite Adventurer so might I interest you in a little assignment in Fang? I'm sure my brother would be delighted to see you. Give it some thought, but not for too long since I will not take no for an answer. But we can talk again tomorrow. This day belongs to you.' He smiles and waves to the happy crowd before leaving with his bodyguards and attendants. You are hoisted on to the shoulders of two tall men and carried through the throng of people, who cheer loudly as you pass through them. Your mind spins with thoughts of what destiny the Orb will bring you, but tonight will be a night of joy and celebration.



# HOW TO FIGHT THE CREATURES IN THE DUNGEON ON BLOOD ISLAND

YOU have been preparing for your quest by practising your swordplay and building up your strength and STAMINA. You possess a sword and a backpack containing Provisions (food and drink) to help sustain you during your adventure. Before setting off, you must first roll dice to record your SKILL, STAMINA and LUCK scores on your *Adventure Sheet* on pages 260–271, which you should also use to keep a record of the items you find on your adventure. Use the adjacent *Monster Encounter Boxes* to record combat with monsters during the adventure. Write your scores in pencil or make photocopies of the blank *Adventure Sheet* and *Monster Encounter Boxes* to use in future adventures.

## SKILL, STAMINA AND LUCK

To determine your Initial SKILL, STAMINA and LUCK scores:

- Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.
- Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box.
- Roll one die. Add 6 to this number and enter this total in the LUCK box.

SKILL reflects your swordsmanship and fighting expertise; the higher the better. STAMINA represents your strength; the higher your STAMINA, the longer you should survive. LUCK represents how lucky a person you are; the higher your LUCK score, the luckier you will be.

SKILL, STAMINA and LUCK scores increase and decrease during an adventure, and you must keep an accurate record of them. Although you may gain additional SKILL, STAMINA and LUCK points during the adventure, your Initial levels may never be exceeded unless special instructions are given.





## BATTLES

When you are told to fight a creature, you must resolve the battle as described below in a series of Attack Rounds. First, write down the enemy's SKILL and STAMINA scores in an empty *Monster Encounter Box* on the *Adventure Sheet* and make a note of your own SKILL and STAMINA scores. The sequence of combat is then:

1. Roll the two dice for your enemy and add the total to their SKILL score. This is your enemy's Attack Strength.

2. Roll the two dice for yourself and add the total your current SKILL. This is your Attack Strength. Whose Attack Strength is higher? If your Attack Strength is higher, you have wounded your enemy – go to 4. If the enemy's Attack Strength is higher, it has wounded you – go to 5. (If both are the same, you have both missed – start the next Attack Round from step 1 above.)

3. If you wounded your enemy, subtract 2 points from the enemy's STAMINA score. You may use LUCK here to do additional damage (see 'Using Luck in Battles' below).

4. If your enemy wounded you, subtract 2 points from your STAMINA score. You may use LUCK to minimize the damage (see 'Using LUCK in Battles' below).

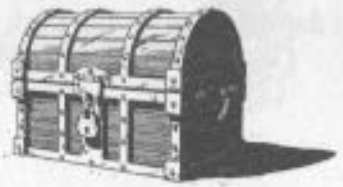
5. Make the appropriate changes to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK) and begin the next Attack Round (repeat steps 1–6).

6. This continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

7. This continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

## ESCAPING

During certain battles you will be given the option to Escape. If you think you are going to be defeated, you may Escape, but you must lose 2 STAMINA points, as your opponent is deemed to have wounded you as you flee.





## LUCK

At various times during your adventure, you will be told to *Test Your Luck*. LUCK plays a part in deciding what happens to you.

## HOW TO TEST YOUR LUCK

Roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky. If the number rolled is higher than your current LUCK score, you have been Unlucky. The consequences of being Lucky or Unlucky will be found in the paragraph you are sent to. Each time you *Test Your Luck*, you must subtract one point from your current LUCK score. The more you rely on luck, the riskier this becomes.

## USING LUCK IN BATTLES

During combat, you have the option of using your LUCK either to score a more serious wound on a creature, or to minimize the effects of a wound the creature has just scored on you.

If you wounded the creature: you may *Test Your Luck* as described above. If you are Lucky, subtract an extra

2 points from the creature's STAMINA score (i.e. 4 instead of 2 normally). But if you are Unlucky, you must restore 1 point to the creature's STAMINA (so, instead of causing 2 points of damage, you have only caused 1).

If you were wounded by the creature: you may *Test Your Luck* to try to minimize the wound. If you are Lucky, restore 1 point of your STAMINA (i.e., instead of causing 2 points of damage, it has only caused 1). If you are Unlucky, subtract 1 extra STAMINA point.

Don't forget to subtract 1 point from your LUCK score each time you *Test Your Luck*.

## RESTORING SKILL, STAMINA AND LUCK

### SKILL

Occasionally, an event may alter your SKILL score. For example, a Magic Sword may increase your SKILL, but remember that only one weapon can be used at a time. You cannot claim 2 SKILL bonuses for carrying two Magic Swords.

Drinking the Potion of Skill (see 'Potions' below) will restore your SKILL to its Initial level.



## STAMINA AND PROVISIONS

Your STAMINA score will change a lot during the adventure. As you near your goal, your STAMINA level may be dangerously low, so be careful!

You start the game with enough Provisions for ten meals. You may only eat one meal at a time. When you have a meal, add 4 points to your STAMINA score and reduce your Provisions total by one. Keep a record of your Provisions in the box provided on the *Adventure Sheet*. Remember to use your Provisions wisely.

Drinking the Potion of Strength (see 'Potions' below) will restore your STAMINA to its Initial level.

### LUCK

Your LUCK score will change during your adventure. For example, you may find a lucky charm that adds to your LUCK score. Or an evil spell might reduce your LUCK score.

Drinking the Potion of Luck (see 'Potions' below) will restore your LUCK to its Initial level.

## POTIONS

You begin your adventure with a sword and a backpack containing Provisions (food and drink). You will find gold, treasure, weapons, armour and artefacts on your adventure. But not all items will help you on your quest. Some might even harm you!

You may also take a Magic Potion, which will aid you on your quest. Each bottle of potion contains enough for one measure, i.e. it can only be used once during an adventure. Choose ONE of the following:

- A Potion of Skill restores SKILL points to their Initial level
- A Potion of Stamina restores STAMINA points to their Initial level
- A Potion of Luck restores LUCK points to their Initial level

These potions may be taken at any time during the adventure, but not during combat.



## HINTS ON PLAY

There is 'one true way' through *The Dungeon on Blood Island* and it will probably take you several attempts to find it. Making notes and drawing a map as you explore will help you on your quest.

Not all locations contain treasure. Some contain deadly traps and creatures. There are several 'wild goose chase' passages and, while you may progress through to your ultimate destination, winning is not guaranteed.

The 'one true way' involves a minimum of risk and, even with low Initial dice rolls, you should be able to win through.

Good luck on your adventure and may your STAMINA never fail!

## ALTERNATIVE DICE

If you do not have a pair of dice to hand, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, use the number on the first die. If you need to roll two dice, use the total of both dice.

# ADVENTURE SHEET

**SKILL**
*Initial:*

**STAMINA**
*Initial:*

**LUCK**
*Initial:*

**EQUIPMENT**

**GOLD PIECES**

**TREASURE**

**PROVISIONS**

# MONSTER ENCOUNTER BOXES

| | | |
|---|---|---|
| *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* |
| *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* |
| *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* |
| *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* | *Skill:*<br>*Stamina:* |

# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
|---|---|---|
| *Initial:* | *Initial:* | *Initial:* |

| EQUIPMENT | GOLD PIECES |
|---|---|
| | TREASURE |
| | PROVISIONS |

# MONSTER ENCOUNTER BOXES

| | | |
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# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
|---|---|---|
| *Initial:* | *Initial:* | *Initial:* |

## EQUIPMENT

## GOLD PIECES

## TREASURE

## PROVISIONS

# MONSTER ENCOUNTER BOXES

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# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
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| *Initial:* | *Initial:* | *Initial:* |

## EQUIPMENT

## GOLD PIECES

## TREASURE

## PROVISIONS

# MONSTER ENCOUNTER BOXES

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# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
|---|---|---|
| *Initial:* | *Initial:* | *Initial:* |

## EQUIPMENT

## GOLD PIECES

## TREASURE

## PROVISIONS

# MONSTER ENCOUNTER BOXES

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# ADVENTURE SHEET

**SKILL**
*Initial:*

**STAMINA**
*Initial:*

**LUCK**
*Initial:*

**EQUIPMENT**

**GOLD PIECES**

**TREASURE**

**PROVISIONS**

# MONSTER ENCOUNTER BOXES

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FF
FIGHTING FANTASY

ICEFINGER MOUNTAINS

CHIANG MAI

RIVER KOK

Firetop Mountain

PAGANI

RIVER

Mirewater

CATFISH RIVER

MOO

HALICE

DEEDL

KSAND

WHITE WATER

WINDWARD P

FOREST of YORE

UTHERN PLAINS

SHAZAAR

VALE of WILLOW

CRAGGE

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THE DUNGEON ON

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SHADOW OF THE GIANTS

IAN LIVINGSTONE

FIGHTING FANTASY 40 YEARS

SECRETS OF SALAMONIS

STEVE JACKSON

FIGHTING FANTASY 40 YEARS

CRYSTAL OF STORMS

RHIANNA PRATCHETT

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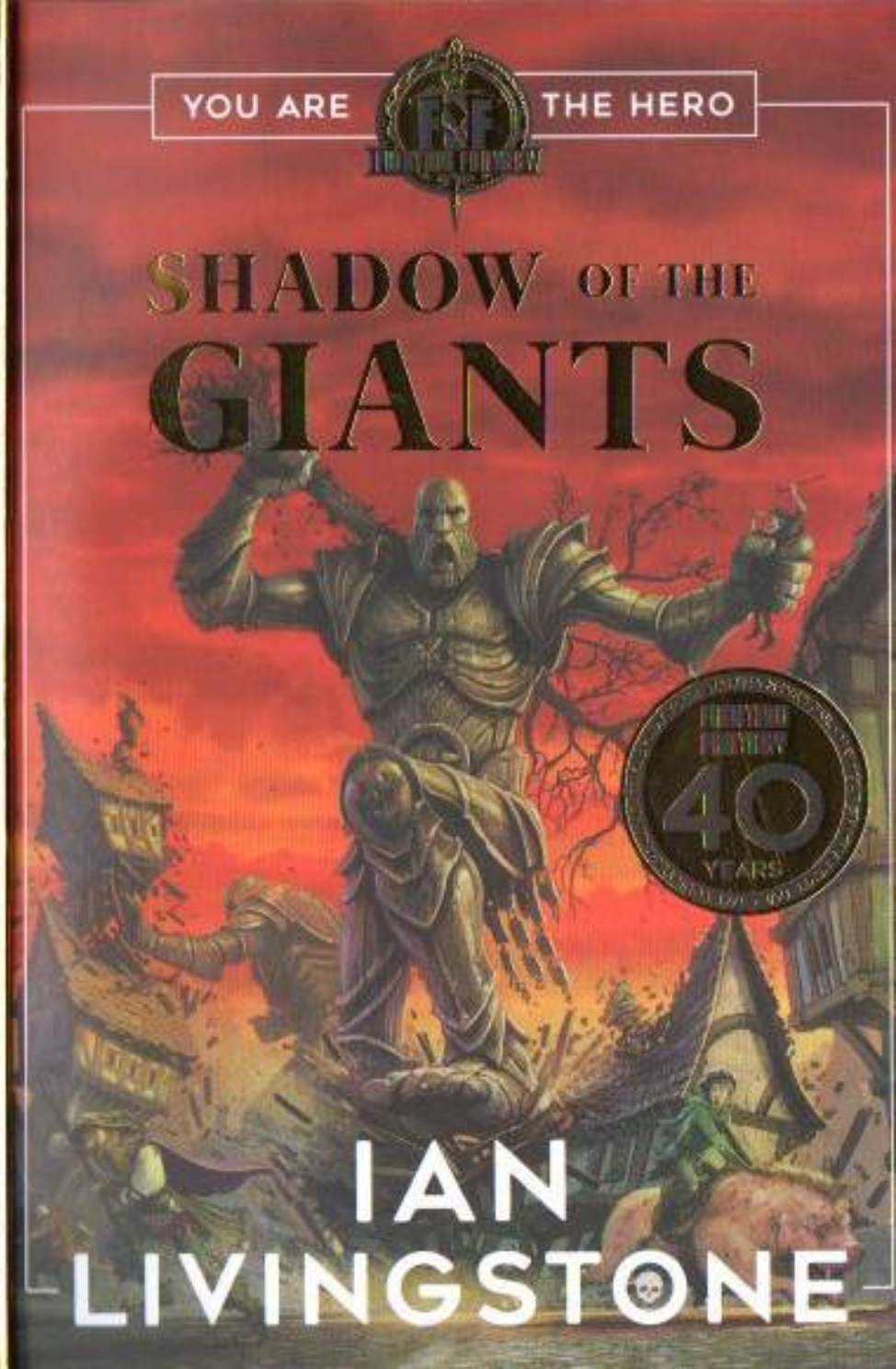
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YOU ARE THE HERO



SHADOW OF THE GIANTS

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YOU ARE THE HERO

# SHADOW OF THE GIANTS

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*Fighting Fantasy*: dare you play them all?

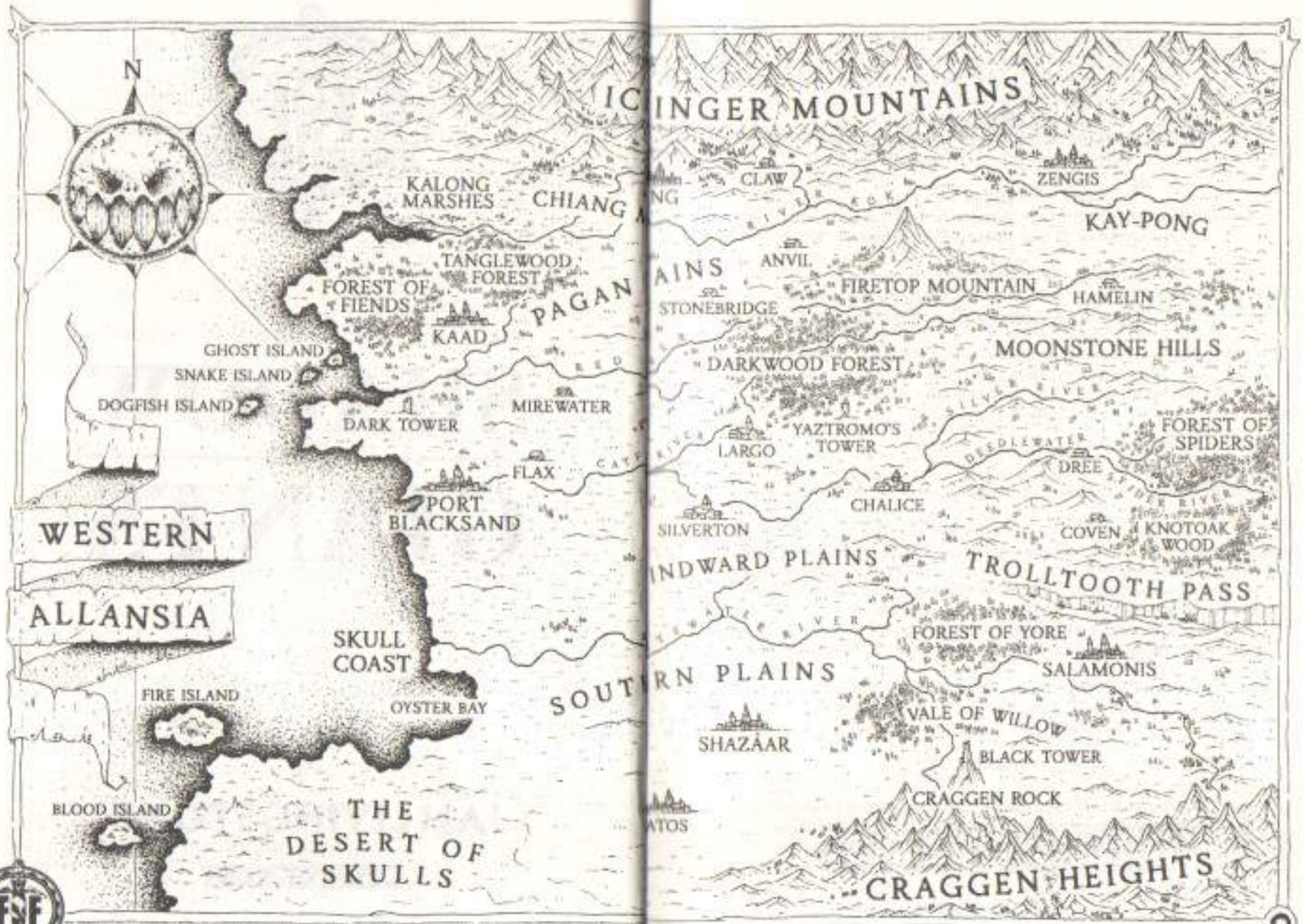
1. The Warlock of Firetop Mountain
2. City of Thieves
3. The Citadel of Chaos
4. The Forest of Doom
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6. The Port of Peril
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12. The Gates of Death
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16. Return to Firetop Mountain
17. Sorcery! 3: The Seven Serpents
18. Sorcery! 4: The Crown of Kings
19. The Crystal of Storms
20. Secrets of Salamonis
21. Shadow of the Giants




# SHADOW OF THE GIANTS

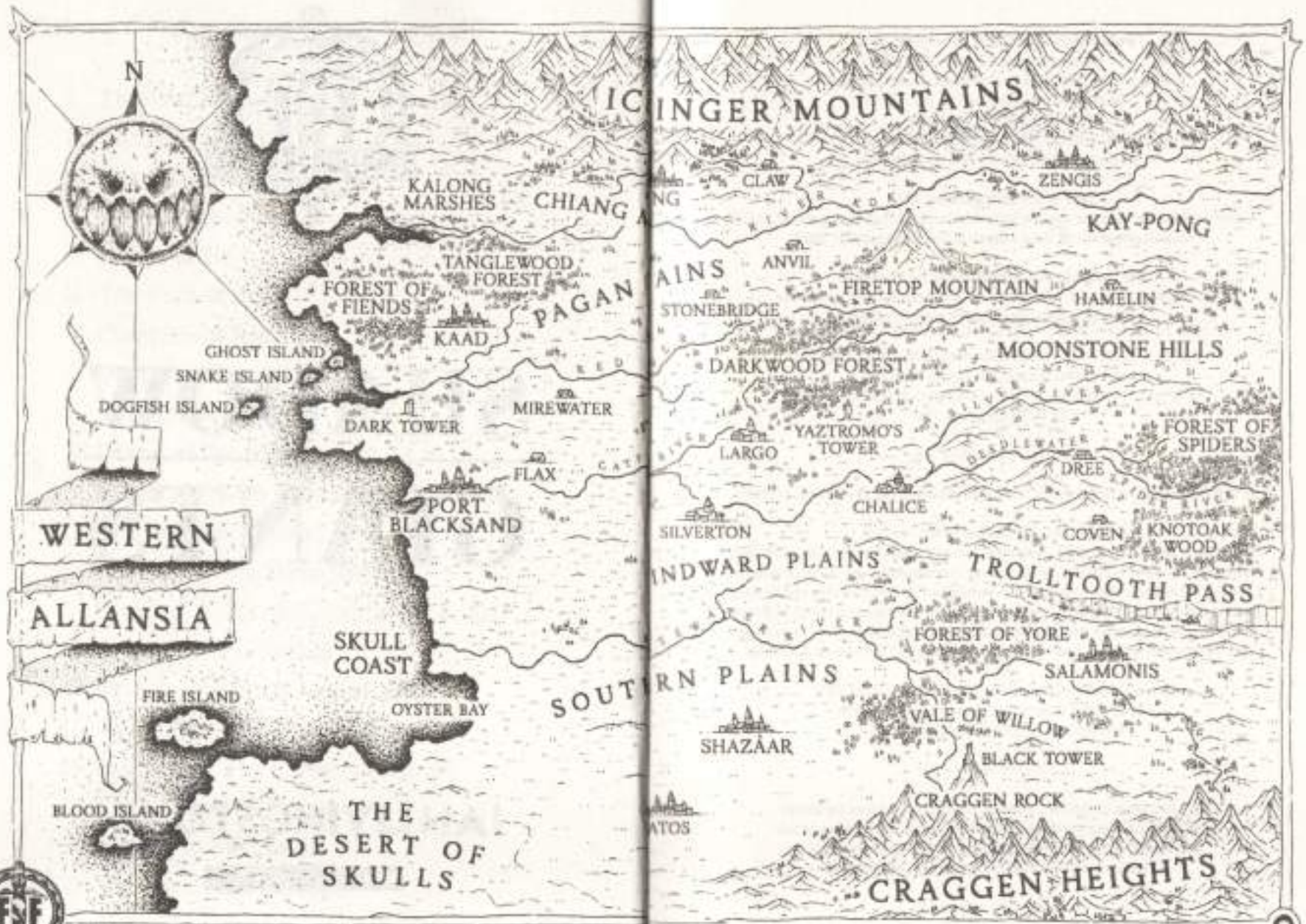
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# CONTENTS

HOW WILL YOU START YOUR ADVENTURE?
9

BACKGROUND
11

SHADOW OF THE GIANTS
16

RULES AND EQUIPMENT
271

ADVENTURE SHEET
280

# HOW WILL YOU START YOUR ADVENTURE?

The book you hold in your hands is a gateway to another world – a world of dark magic, terrifying monsters, brooding castles, treacherous dungeons and untold danger, where a noble few defend against the myriad schemes of the forces of evil. Welcome to the world of **FIGHTING FANTASY!**

You are about to embark upon a thrilling fantasy adventure in which **YOU** are the hero! **YOU** decide which route to take, which dangers to risk and which creatures to fight. But be warned – it will also be **YOU** who has to live or die by the consequences of your actions.

Take heed, for success is by no means certain, and you may well fail in your mission on your first attempt. But have no fear, for with experience, skill and luck, each new attempt should bring you a step closer to your ultimate goal.

Prepare yourself, for when you turn the page you will enter an exciting, perilous **FIGHTING FANTASY** adventure where every choice is yours to make, an adventure in which **YOU ARE THE HERO!**

How would you like to begin your adventure?

**IF YOU ARE NEW TO FIGHTING FANTASY...**

It's a good idea to read through the rules which appear on pages 271–279 before you start.

**IF YOU HAVE PLAYED FIGHTING FANTASY BEFORE...**

Don't forget to enter your character's details on the *Adventure Sheet*, which appears on page 280.

**ALTERNATIVE DICE**

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, read only the first printed die; if two, total the two dice symbols.



# BACKGROUND

Less than a day's walk from Firetop Mountain, Anvil is a bustling mining town which began as a small settlement and grew quickly following the discovery of gold in nearby caves. The menfolk are mostly gold miners, whilst the womenfolk are the lawmakers who mete out tough justice to wrongdoers found guilty of any crime.

There was never a lot to see or do in Anvil. Visitors were few other than local farmers selling their produce or sneaky thieves who slipped into town to try their luck on unsuspecting citizens. The only other outsiders in town were the rugged Dwarf gold miners hired in from nearby Stonebridge. Eager to shake hands with everybody, the Dwarfs would greet people with an outstretched hand and a beaming smile. The residents soon learned to avoid their handshakes since a Dwarf miner's huge, big-knuckled hand would crush theirs, which, if it happened, would send the Dwarfs into fits of laughter. It was all a game to them.

Following a long stint in the mines, the Dwarfs would let off steam by taking part in arm-wrestling contests in the noisy taverns of Anvil, risking their hard-earned pay in wagers. Most were bad losers, and many a punch was thrown following a loss in a close-fought contest.

Travelling merchants avoided the mining town, so the mayor built a permanent market in the town square. She made a deal with the merchants of Kaad for Anvil to become the eastern terminus for their trade route across the Pagan Plains. The new market quickly became popular, attracting both the merchants of Kaad and people from the surrounding villages. Whilst some of them would fall foul of a miner's handshake or a sly thief, the market boomed.

You are an adventurer who has recently arrived in Anvil to buy a new sword to replace the one you broke forcing a dungeon door open on a quest to find a treasure chest. The chest contained a map and 50 Gold Pieces (make a note on your *Adventure Sheet* on page 280). You are eager to go on another quest, this time to Firetop Mountain. There were scribblings on the back of the map which described a large quantity of gold concealed in a secret room by the Warlock Zagor. But you dare not venture into the monster-filled passageways beneath Firetop Mountain without a new sword.



Wary of Anvil's thieves, you hide half your Gold Pieces in your clothing and half inside a secret pocket in your backpack. It is early morning, and you are walking through Anvil's crowded market, looking at the various stalls. You are not alone. The market is busy with people buying cloth, food, spices, weapons and tools from the brightly robed merchants who make shrill cries to attract their customers. Unable to find a sword to your liking, you are about to leave the market when you feel a tug on your arm. You turn around and see a scrawny, one-legged old man in scruffy clothes peering up at you through half-closed eyes, his mouth hanging open.

'I saw you looking at those swords back there. None took your fancy, did they?' he says in a scratchy voice. 'Maybe I can help? Dunbar Lapp's my name and selling is my game! I know someone who has the best swords in town. Much better quality than anything those swindlers from Kaad have got to offer! Interested?'

The old man appears harmless enough and you tell him to take you to the sword seller. He leads you out of the market and down a narrow street, his wooden crutch tapping sharply on the cobblestones. The top floors of the creaking wooden houses on both sides of the street jut out overhead, and when you hear a shrill cry of 'Look out below!' from above, you just manage to dodge being drenched by a

bucket of dirty water tossed out of an upstairs window. 'You were lucky that was water. Sometimes it isn't!' Dunbar says, chuckling. You pass the locals on their way to the market, but they pay you no attention. Dunbar talks non-stop, telling you in gruesome detail how he lost his leg to a snow wolf in the Icefinger Mountains when he was young. You arrive at a shop with heavy wooden shutters pulled back from the window. 'Here we are. Swords and Shields,' he announces proudly with a sweeping gesture of the hand. He invites you to go in, saying, 'Amaric stocks every type of sword you could ever want. He'll see you right. I'll wait for you outside and trust you will tip me later.'

# YOUR ADVENTURE AWAITS!

## MAY YOUR STAMINA NEVER FAIL!

**NOW TURN OVER...**

1

A small brass bell jingles overhead as you walk through the doorway into the shop. Inside, you see a huge display of swords and shields mounted on the walls. On the floor to your left, there is a wooden barrel full of spears, and on your right, a collection of daggers and axes sticking out of an old tree stump. Wearing leather armour to protect him, a tall man with a flat nose and thick brown hair is standing behind the counter opposite with his arms folded. He looks at you suspiciously as you enter and reaches down to produce a wooden club from under the counter. 'You are not from these parts, stranger. How can I help you?' he asks in a firm voice. Will you:

| | |
|---|---|
| Ask him if he knows Dunbar Lapp? | Turn to **84** |
| Tell him that you would like to buy a sword? | Turn to **369** |
| Jump over the counter and attack him? | Turn to **109** |

2

The flames die down immediately with just plumes of smoke rising up from the open mouths of the stone dragons. You wait for a minute until you feel it is safe to continue. Turn to **325**.





3

You reach into your pocket and pull out the gold key. You place it carefully in the keyhole and turn it very slowly. You hear a sharp click as the lock turns, but you are unable to retrieve the key, which is held fast inside the lock. You draw your sword and whisper to Goose to get ready to go in. Turn to **131**.

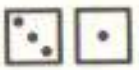


4

The old lady thanks you for paying her and asks if there is anything else you would like to buy. You refuse politely and leave the shop. Turn to **232**.

5

The clockmaker shakes his head and says, 'No, Vilma is not her name. I think you'd better leave now.' He walks over to the door and opens it for you. You see that nothing you can say now is going to make him believe you. You bid him farewell and leave the shop to continue walking up Hill Street. Turn to **392**.



6

You walk quickly along the riverbank, and it's not long before you come to a grove where you see a bearded man who is tied up to an old oak tree. He is wearing a leather waistcoat and has a leather headband to keep his long hair out of his eyes. When he sees you, he calls out, begging you to free him. You look around to make sure it is not a trap before asking the man what happened. 'My name is Victor,' he replies desperately. 'I was on my way from Zengis to the Moonstone Hills when three Goblins jumped out on me from behind the trees. They took everything I had. Please untie me and I will be forever in your debt.' If you want to help the man, turn to **187**. If you would rather walk on without helping him, turn to **393**.

7

The Dragon flies through the air at speed, banking and diving, making it difficult to strike with your sword. Although it is no bigger than a hawk, an EMERALD DRAGON is a formidable opponent with its speed and fire-breathing powers. If you own a Fire Sword, add 1 to your Attack Strength during each Attack Round.

*EMERALD DRAGON* *SKILL 9* *STAMINA 8*

If you win, turn to **167**.



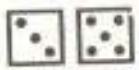
8

You press your hands against the rock wall. At first, nothing happens, but as soon as Goose joins in to help, you hear a sudden grating sound of stone against stone. Alas, it is not the sound of a section of the wall opening, but the sound of a section of the ceiling collapsing. A huge slab of rock falls out of the ceiling and lands on top of you. You have triggered a deadly trap which crushes you. Your adventure is over.



9

Humluk hardly flinches when you hit him. He smirks and says in a sneering voice, 'Is that the best you've got, human? My turn now.' You put your hands behind your back and stick your chin out, breathing in deeply to ready yourself. The Ogre pulls his arm back and swings his huge hand as hard as he can against your face. Roll two dice. If the total rolled is 2–6, turn to **156**. If the total rolled is 7–9, turn to **217**. If the total rolled is 10–12, turn to **76**.





*A grubby-looking boy wearing a flat cap*



## 10

The buildings in Brick Lane are mostly small shops selling second-hand goods and old furniture. As you walk along, you are approached by a grubby-looking boy wearing a flat cap. His clothes are ragged and dirty. He is carrying a wooden tray supported by a canvas strap looped around his neck. The tray is piled high with small objects. 'Please help a young lad trying to earn a crust,' he begs. 'Buy any five items you like for 2 Gold Pieces.' If you want to examine the items on his tray, turn to **245**. If you would rather carry on walking up the lane, turn to **43**.

## 11

You push on into the hills with Goose keeping you entertained recounting his many adventures. The trek is thirsty and tiring work. Lose 2 STAMINA points. Occasionally, a bird of prey glides by overhead, squawking loudly. At one point, Goose gets very excited when he sees a Pegasus high in the sky swoop down over you before flying off west. The hours pass, and it's mid-afternoon by the time you finally arrive at the entrance to two caves. There is a column of rock at least four metres high in front of the caves. You notice that the shadow cast by the standing stone column points towards the entrance to the cave on the right. Goose looks at you and says, 'Which cave shall we enter?' If you want to enter the cave on your left, turn to **216**. If you want to enter the cave on your right, turn to **368**.

## 12

You tentatively slide your arm into the hole and are excited when your fingers touch what feels like several coins. Whilst scooping them up, you feel a sharp pain on the back of your hand. You pull your hand out quickly, clutching 4 Gold Pieces. Your excitement is cut short when you see an angry-looking lump on the back of your hand where you have been stung by a SCORPION! Lose 1 SKILL point, 2 STAMINA points and 1 LUCK point. You curse your misfortune and set off again down the tunnel. Turn to **49**.

## 13

Six darts are released from small holes in the tunnel wall, but miraculously, none of them hit you. 'That was a bit too close for comfort,' Goose says, exhaling sharply as you walk on. Turn to **194**.

## 14

Whilst watching the sword swallower, you feel a hand in your pocket, and spin round to see a grubby urchin run off, shrieking with laughter, before disappearing into the crowd. Lose 1 item. At least the pickpocket did not steal any of your Gold Pieces. You decide you have seen enough of the entertainers. If you have not done so already, you may either walk over to the tents (turn to **136**) or look at the vendors' stalls (turn to **317**). Alternatively, you may leave the fair via Brass Street at the far end of the square. Turn to **330**.



## 15

As soon as you shout out the number fifteen, a large hole appears in the rock wall covered by a curtain of shimmering pale white light. It is large enough to climb through and you waste no time in stepping through it before it disappears. You find yourself in a cross tunnel. Looking left, you see a row of dragon heads carved in stone lining both sides of the tunnel wall. Plumes of smoke are drifting out of their nostrils. Looking right, you see that the tunnel continues straight and looks to be the safer option. Turn to **276**.

## 16

Ruby stands up slowly and says with a smile, 'Congratulations! That is the correct answer.' She reaches down and pulls out a small wooden box from under her armchair. She opens it and hands you two rubies. You thank her for the rubies and leave. Turn to **89**.



**17**

You find nothing of interest in the cottage other than an old wooden box poking out from under some rubble. You open it to find a pair of old leggings and a threadbare hooded tunic inside. The clothes smell musty but look to be roughly your size. If you want to put them on to disguise yourself and go back into Anvil to buy a sword, turn to **394**. If you would rather leave the old clothes and continue on to Firetop Mountain, turn to **234**.

**18**

The skull's mouth opens again. 'That is correct. It would appear that you paid attention to detail when you were in the Gorgon's tomb. Congratulations, you are free to go.' Turn to **323**.



**19**

You enter the dingy shop, which has a low ceiling and wooden shelves piled high with ornaments, artefacts, leather books, armour and weapons. The whole floor is covered with boxes, barrels, rugs, mirrors and furniture, leaving hardly any space to walk. A bespectacled partly



bald Gnome wearing a brown apron over his shirt is sitting on a high-backed stool behind a bench at the back of the shop. He's busy repairing a broken hay fork. He peers over the top of his wire-rimmed glasses when you enter and says, 'Have a look around. If there is anything that takes your fancy, let me know.' You rummage through the boxes and barrels on the floor and scan the shelves, hoping to find a weapon or piece of armour. The items which interest you are a helmet, a war hammer and a sword with an etching of a serpent on the blade. The Gnome puts down the hay fork and says, 'You appear to have a good eye for quality. But quality comes at a price. It pains me to sell my best things, so I will only let you buy one item. The helmet is a bargain at 5 Gold Pieces. The war hammer is priced at 10 Gold Pieces. And the sword will cost you 10 Gold Pieces plus your own sword in part exchange.' Will you buy:

| | |
|---|---|
| The helmet? | Turn to **35** |
| The war hammer? | Turn to **74** |
| The sword? | Turn to **361** |

If you do not want to buy anything, you may leave the shop and walk on up the street. Turn to **278**.



## 20

When you reach Goose, you find him still lying motionless, face down on the ground. You help him sit up, but you see that he is in a bad way. 'Did we get them all?' he asks in a barely audible voice. You look him in the eye and reassure him that all four Iron Giants have been toppled. 'I bet those fools in Hamelin won't believe you when you tell them,' he whispers, half grinning, half grimacing in pain. You watch his eyes slowly close as his last breath leaves his body. The Iron Giants have been defeated and Allansia is safe; you have a fortune in gold, but inside you feel deep sorrow for the loss of your friend. You have succeeded on your mission, but at a great cost. You decide that you will go to Hamelin and demand the mayor builds an iron statue of Goose in his memory. Your adventure is over.





## 21

Marik looks at you coldly and says, 'No you didn't. Harold has never been to Hamelin in his life. I think you are up to no good. You are probably a thief who has come here to rob me. Well, that's not going to happen.' He draws his sword and lunges at you, catching you on the arm with the sharp blade. Lose 2 STAMINA points. You step backwards and draw your sword to defend yourself.

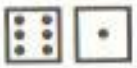
*MARIK OM-YASH* *SKILL 11* *STAMINA 12*

If you win, turn to **77**.



## 22

After putting the oars on board, you push the boat into the river and climb aboard. You turn it upstream and pull on the oars. You have only gone a few metres when you notice the boat is taking on water. The bottom of the boat is rotten and has sprung a leak. It rapidly fills up with water and begins to sink, and you have no option but to swim back to the bank. Three of your Provisions are lost in the river. Lose 1 LUCK point. You look left and see the Iron Giants in the far distance continuing their slow march west. There seems little you can do but set off again on foot. Turn to **58**.



### 23

The barrels roll down the hill towards you, virtually in a line, gathering speed. You ready yourself, and when they are almost on top of you, you leap over them and land on your feet. The barrels continue rolling down the hill with some crashing into a wall, sending frothy ale spilling out everywhere. The two delivery men run past you with a look of despair on their faces. You leave them to sort out the mess and walk on. You see another street called Dead End Alley on your left, and a clockmaker's shop just beyond it. If you want to go down the alleyway, turn to **263**. If you want to go in the clockmaker's shop, turn to **397**.





### 24

As you leap up to strike the Giant, its foot changes direction slightly, and you miss your target. Your sword strikes bare metal and bounces off without causing any damage. Aware of your presence, the Giant stoops down and scoops you up with its free hand. You see that Goose is still gripped in its other hand, hacking away at it manically with his axe. Soon bored with carrying you, the Giant looks up and hurls you both high into the sky. You land a hundred metres apart with a sickening thump on the rocky scrubland. Your adventure is over.



### 25

Ruby stands up slowly and says with a smile, 'Congratulations! That is the correct answer.' She reaches down and pulls out a small wooden box from under her armchair. She opens it and hands you a ruby. You thank her and leave. Turn to **89**







*'My name is Binny Brogan'*



## 26

You follow a dirt track through a gated stone archway into Crown Street, which is a narrow, cobbled road lined with old buildings. There is a guard with a dented helmet and chainmail armour leaning on his spear by the main gate, but he pays you no attention as he slowly munches on an apple. He looks half asleep. You see people going about their business, some carrying baskets, others wheeling wooden barrows along the bumpy road. Everybody looks happy, chatting and laughing together in the warm early evening sun. A shifty-looking juggler in a red-and-green silk costume and wearing a fool's cap and silk slippers curled up at the toe starts dancing around you, tossing wooden balls in the air, hoping that you might drop a coin into the tin cup on his belt. You walk past him, straight into the path of a long-haired young woman who is dressed in a shin-length burgundy gown with long flared sleeves, and brown boots. A dagger is tucked into her belt and she has a leather purse slung across her shoulders. She stands in front of you, hands on hips, and says with a beaming smile, 'Welcome to Hamelin. My name is Binny Brogan and it would be my pleasure to give you a tour of the town. Just 1 Gold Piece is all I ask. I'll make sure you find a place to stay – if you are planning on staying, that is! What do you say?' If you want to pay Binny 1 Gold Piece for a tour of Hamelin, turn to **125**. If you would rather politely refuse her offer and walk on, turn to **356**.

27

As you reach down to turn over the body, two small humanoids with large heads and pointed ears leap out of the shadows. They are GREMLINS. The third one, who was pretending to be dead, jumps up to join them. They circle you slowly, daggers in hand. Suddenly one of them leaps on to your back and you feel a sharp pain in your shoulder from a dagger wound. Lose 2 STAMINA points. Roll two dice. If the number rolled is less than or equal to your SKILL score, turn to **161**. If the number rolled is greater than your SKILL score, turn to **248**.





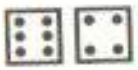
28

Whilst rummaging through the wet clothes, you suddenly notice maggot-like worms crawling up your arms. They are FLESH GRUBS, blind parasites latched on to your flesh with tiny barbs in their suckered mouths which they use to suck your blood. Roll two dice. The total is the number of Flesh Grubs digging into your flesh. Roll one die. This is the number of Flesh Grubs you manage to brush off your arm before they draw blood. Lose 1 STAMINA for each remaining Flesh Grub on you (if any). If you are still alive, you manage to brush the remaining bloodsuckers off your arm without further loss of blood. There is nothing to be found in the old clothes and so you walk to the back of the cave to open the iron-barred door. Turn to **383**.



29

The Dwarf curses, annoyed with himself for losing the contest. 'Wiggy lost! Wiggy lost!' shout his friends, cackling with laughter, some of them spilling their ale when raising their mugs to toast your victory. The Dwarf is reluctant at first to pay up, but eventually flicks 2 Gold Pieces across the table, looking at you with a face like thunder. You thank him, stand up and look round for somewhere else to sit down. Turn to **340**.



## 30

With eight spears pointed at you, you decide to empty your pockets and backpack of all your Gold Pieces and gold items. Make a note on your Adventure Sheet and lose 2 LUCK points. The Pixies gather up the loot and run off giggling like children. 'I'm sure we could have defeated them,' says Goose despondently, 'but I suppose now is not the time to risk getting a spear in the neck.' You carry on walking south with the incline gradually getting steeper as you climb higher into the Moonstone Hills. Ahead you see a large high-backed throne which has been made from slabs of roughly cut stone. It stands in the middle of a stone circle which is filled with pebbles laid out symmetrically in a sunburst pattern. 'I can't be certain, but that looks like the throne of a Stone Golem,' Goose says, walking around it. 'They say it gives power to those who dare sit on it?' If you want to sit on the throne, turn to **339**. If you want to keep on walking, turn to **11**.

## 31

'You weren't watching closely enough, were you?' Carlo says with a sly grin as he turns over the card to reveal a King. 'I'm sorry; you lose. Please come back another time and try again.' Lose 1 LUCK point. You cannot believe your eyes and have the feeling that you have been tricked somehow. You decide not to waste any more time arguing with the card sharp and leave. Turn to **162**.



## 32

Goose jumps up to grab your hand, but he is just out of reach. He jumps up again and you manage to lock hands with him. But before you have time to pull him up, the stone slab slides down to the tunnel floor with a dull thud and blocks the passageway. You go over to examine the slab and see that it is too heavy to lift. You tell Goose the bad news and say that you have no choice but to go back the way you came. 'Why risk going back the way we came when we can go this way?' he says, beaming, pointing at an open doorway in the pit wall. 'It sprang open when the stone slab hit the floor.' You can hardly believe it and lower yourself down into the pit to join Goose. The doorway is the entrance to a narrow tunnel with a low ceiling. You walk along the tunnel crouched down for a considerable distance before coming to a dead end where another stone slab blocks the passageway. Just in front of the slab there is a large glass orb mounted on a block of stone. You see that there is purple gas swirling around inside the orb. If you want to touch the orb, turn to **264**. If you want to smash the orb, turn to **69**.



33

The Elf takes 2 Copper Pieces from the leather pouch on his belt and hands them to you. If you have not done so already, you may ask to buy an emerald (turn to **373**) or leave the jeweller's to carry on walking up the street (turn to **158**).

34

'Hamelin?' says Hogget with raised eyebrows. 'What takes you to that town of tricksters? It must be something important.' If you want to ask him if he has heard of Marik Om-Yash, turn to **333**. If you want to reply that you are looking for magic items, turn to **293**.

35

The Gnome pockets the 5 Gold Pieces and tells you that the helmet will offer you better protection in battle. Add 1 to your Attack Strength during combat. You thank the Gnome for his help and leave his shop to walk up the street. Turn to **278**.

36

You are in terrible pain, but you grit your teeth and stand up, and stagger along half running, half walking to chase after the Giant. You manage to catch up and place a Rust Beetle on its ankle. You look over to see how Goose is faring and are horrified to see that when the Giant lifts



its huge foot, it strikes him on the head with its heel. He falls to the ground and does not get up as the Iron Giant strides away. If you want to go to Goose's aid, turn to **349**. If you want to chase after the Iron Giant to finish the task, turn to **284**.

37

The men stop and stare at you with furrowed brows. The man on stilts says in a sharp voice, 'How rude of you! Don't you know who we are? We are the Wisebeards! We are deep thinkers. We do not have time to stand around and talk to strangers. What do you want?' If you want to ask if they know where Marik Om-Yash lives, turn to **324**. If you want to ask where the Hamelin Fair is taking place, turn to **384**.

38

You walk along the tunnel talking about the Iron Giants, when Goose stops in his tracks and says, 'Listen! Can you hear that howling?' You cup your ear and hear faint howls coming from a long way away. They get louder and louder, and whoever is making them is clearly coming your way, and fast. If you want to run back to the junction and cross over to the tunnel opposite, turn to **236**. If you want to run back down the tunnel and turn right at the junction, turn to **286**. If you want to stand your ground and face the oncoming creature, turn to **149**.



39

The warm pie is delicious with its sweet blueberry filling. Add 1 STAMINA point. When you have eaten the last crumb, the old lady smiles and says, 'I'm glad you enjoyed my pie. That will be 5 Gold Pieces, please.' If you want to pay 5 Gold Pieces for the slice of pie, turn to **4**. If you want to reply that you are not willing to pay 5 Gold Pieces for a slice of pie, turn to **299**.

40

You run at high speed down the tunnel, dragging Goose along as you go. The tunnel narrows, and as you approach the junction, you hear the loud grinding sound of rock thumping into rock behind you. The boulder has come to a complete stop, wedged between the tunnel walls. Add 1 LUCK point. You see that there is no way past the boulder. The tunnel is blocked. Goose is panting heavily, exhausted from running so fast. You walk to the junction and decide which way to go. Turning right would only take you back to where you came from and is not an option. If you want to turn left, turn to **286**. If you want to cross the junction and walk straight on, turn to **314**.

41

Higgly shakes his head and says, 'Don't hold your breath. I'll be over there if you need me.' You watch him walk over to a group of Dwarfs who are playing cards. You wait for



Gibbly for another thirty minutes until it dawns on you that he really isn't coming back. Lose 1 LUCK point. You walk over to Higgly, who greets you by saying, 'If you want me to join you on your Firetop Mountain adventure, my fee has now gone up to 6 Gold Pieces in advance. That's the price for doubting me.' You have no choice but to agree to his terms. Turn to **128**.



42

The hooded man is a skilled swordsman. He lunges forward and thrusts his sword at you, catching you on the arm with the sharp blade. Lose 2 STAMINA points. You reel back, regain your composure and step forward to fight.

*HOODED WARRIOR* *SKILL 11* *STAMINA 12*

If you win, turn to **255**.

43

There is an open door to a windowless stone building on your right which appears to be an abandoned warehouse. You peer inside, but there is nothing you can see in the semi-darkness apart from a few empty sacks lying on the floor near the doorway. If you want to enter the warehouse, turn to **114**. If you would rather walk on, turn to **172**.





*There is an enormous humanoid beast*



## 44

You find yourself in a circular room with plain stone walls. There is a golden gate fixed to 2 Gold metal posts in the middle of the room, and at the back of the room there is an open doorway to a passageway leading out. There is an enormous humanoid beast on the other side of the golden gate in a pose as though it is about to open the gate. It is standing completely still, staring dead ahead as if frozen in time. Its face is covered by a huge golden mask in the shape of a bull's head with massive gold horns. If you want to walk through the gate, turn to **219**. If you want to tiptoe around the gate to reach the passageway at the back of the room, turn to **272**.

## 45

You are horrified to see that the ripples in the water are being caused by a small shoal of SNAPPERFISH. No larger than a man's hand, these carnivorous fish have powerful jaws and rows of needle-sharp teeth. There are three of them and you must fight them one at a time. Each time you lose an Attack Round, lose 3 points of STAMINA and 1 SKILL point.

| | | |
|---|---|---|
| *First SNAPPERFISH* | *SKILL 6* | *STAMINA 2* |
| *Second SNAPPERFISH* | *SKILL 5* | *STAMINA 2* |
| *Third SNAPPERFISH* | *SKILL 6* | *STAMINA 3* |

If you win, turn to **211**.

46

The clockmaker looks you in the eye and says, 'What business do you have with Marik Om-Yash?' If you want to reply that you seek his help to defeat the Iron Giants, turn to **133**. If you want to reply that you have a gift for him, turn to **90**.

47

The florist smiles and says, 'Of course! Everybody knows Binny. Why do you ask?' You reply that you want to know whether or not she is trustworthy in case you see her again. 'Well, it's not for me to talk about somebody else's character, is it?' she says with raised eyebrows. You tell Faye not to worry about it and walk on. Turn to **141**.



48

Pleased with your bargain purchase, you climb into the saddle and ride west. As the sun is beginning to set, you see the four Giants on the horizon marching in a line just north of Darkwood Forest, crushing everything underfoot. When you are close, you dismount and charge into battle with your sword held high. One of the Giants reaches down and scoops you up into its huge iron hand. It feels like you are in the jaws of an iron vice. You strike the Giant's fingers with your sword, but it doesn't even

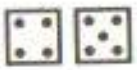


leave a dent. The Giant clenches its fingers, and you feel the life being squeezed out of you and pass out. You have failed to save Allansia. Your adventure is over.



49

You soon arrive at a wooden door which has been smashed open and hangs in pieces on its rusty hinges. You peer into the gloom and see a clay pit just beyond the doorway. Higgly ties one end of his climbing rope on to the door hinge before throwing it down the pit. He grins and says, 'I'll go first,' and grabs the rope to slide down into the pit. 'Nothing to see down here,' he says, looking up. You tell him not to be so hasty and slide down the rope to join him. You inspect the pit wall carefully and notice a faint vertical crack in the clay. You tell Higgly to swing his axe at the wall and hear a dull clang as his blade strikes solid metal. You help him clear away the clay to reveal an iron door which is etched with figures of fire-breathing dragons. Higgly urges caution but you cannot resist trying the handle. Much to your surprise it turns, and you pull the creaking door open. You enter a small stone-walled chamber where you see an ancient wooden chest with thick brass edging on a marble plinth. Although it is quite dark inside the chamber, you can see that the far wall is decorated with a colourful painting of an old, bearded wizard in long robes holding a



glass orb from which swirling gases are escaping. A huge dragon appears to be materializing from out of the gases. 'That could be a painting of Zagor, the evil Warlock who used to live inside the mountain,' Higgly says excitedly. 'And this could be his long-lost treasure chest!' You walk round the plinth looking for traps before inspecting the chest, which has two rows of interlocking dragon teeth securing the lid to the frame of the chest. You can't find a lock, but there are two gemstone eyes, one emerald and one ruby, set in the lid, which is shaped like the top of a dragon's skull. Higgly suggests that you should try pressing one of the gems, which might open the chest. If you want to press the emerald eye, turn to **327**. If you want to press the ruby eye, turn to **139**.

**50**

You mistime your leap and fail to hit your target. Your sword strikes bare metal and bounces off without causing any damage. Aware of your presence, the Giant stoops down and scoops you up in its hand. Gripped in what feels like a steel vice, you hack at the Giant's hand with your sword but barely make a dent on its iron skin. You feel the life being squeezed out of you with the Giant looking on with its blank eyes. Soon bored with carrying you, it hurls you high into the sky. You land a hundred metres away with a sickening thump on the rocky scrubland. Your adventure is over.



**51**

The three brothers wave their clubs in the air and look eager to have a fight. Bonehead looks to the sky and growls before advancing to attack you. You draw your sword to defend yourself against the TROLLS and fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *BONEHEAD* | *8* | *6* |
| *TOADY* | *6* | *5* |
| *WEEZLE* | *7* | *4* |

If you win, turn to **367**.

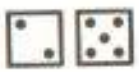
**52**

You uncork the small bottle and gulp down the contents. The spiders start biting you all over, but the Spider Oil makes you immune to their poison. You brush them off your body and draw your sword to fight the SPIDER HAG, who is brandishing two long knives.

*SPIDER HAG* *SKILL 7* *STAMINA 6*

If you win, turn to **294**.





## 53

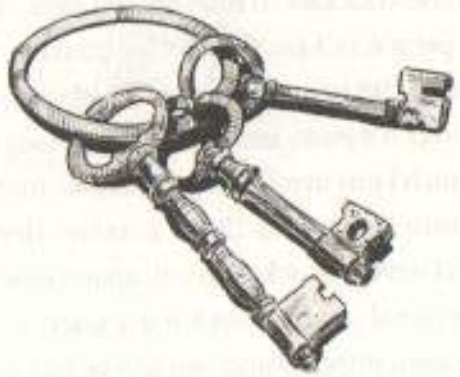
Binny looks disappointed by your decision. 'I think you had a good chance to win, but never mind,' she says curtly. 'Anyway, it's getting late, so I'm going to go home. I suggest you stay here for the night. I'll be back first thing in the morning to give you the tour of the town.' She turns and walks out of the tavern, leaving you to join the crowd to watch the pie-eating contest. It is won by the Barbarian, who effortlessly gobbles down five meat pies whilst the other contestants turn green and fall away one by one. A rowdy sing-song starts up and the celebrations go on long into the night. Before you retire to your room, you ask everybody in the tavern if they know where Marik Om-Yash lives, but nobody seems to know him. You manage to get a good night's rest (add 2 STAMINA points) and go downstairs in the morning, where you find the innkeeper clearing up the mess from the night before. 'Binny Brogan was in here earlier. She said she couldn't wait for you any longer and had to go.' You thank the innkeeper and pay him 3 Gold Pieces for the room before leaving the tavern, wondering why Binny couldn't wait for you. Turn to **364**.





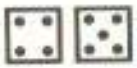
## 54

You retrace your steps, passing the twitching corpse of the fallen Lich, and step outside into the daylight. You waste no time and enter the other cave. Turn to **368**.



## 55

You watch the coin spin through the air and land on the ground. It bounces once before coming to rest. 'Heads it is!' shouts Jorgan. He points at you and says, 'Stranger, you shall slap first.' He turns to the Ogre and says, 'Humluk, place your hands behind your back and present your face to be walloped.' The Ogre snorts as he sticks his chin out and spits on the floor, a look of contempt on his face. You pull your arm back and smack his face as hard as you can. Roll two dice. If the total rolled is the same as or less than your SKILL score, turn to **378**. If the total rolled is higher than your SKILL score, turn to **9**.



### 56

You draw your sword and advance towards the Zombie, who, in a puff of white smoke, suddenly transforms into a tall man with swept-back black hair and a goatee beard. He is wearing a long, dark coat with baggy sleeves and a crisp white shirt. He chuckles to himself and says, 'It makes me laugh how people fall for my Zombie illusion trick. Don't they ever read the name of my shop? Welcome, stranger. I sell all things magical, including my famous Ring of the Zombies, which I just demonstrated for you. Just tap it twice and hey presto – you look like a Zombie! Here's a list of magic items I have in stock. You will appreciate these items are of exceptional quality, but I must warn you that they can only be used once. Would you like to buy anything?'

| MAGIC ITEM | COST |
|---|---|
| Potion of Wisdom | 1 Gold Piece |
| Potion of Healing | 1 Gold Piece |
| Ring of Smoke | 1 Gold Piece |
| Ring of Sleep | 2 Gold Piece |
| Bracelet of the Orcs | 2 Gold Pieces |
| Ring of the Zombies | 4 Gold Pieces |
| Ring of Fire | 4 Gold Pieces |
| Ring of Mind Control | 3 Gold Pieces |
| Ring of Light | 3 Gold Pieces |

If you want to buy any of the magic items, deduct the total number of Gold Pieces from your Adventure Sheet and make a note of your purchases. The Illusionist thanks you for your custom and you leave the shop. Turn to **390**.





### 57

The combat is furious, leaving you exhausted but relieved not to have been bitten by the deadly Snake Lord. Add 1 LUCK point. You search the chamber and find 100 Gold Pieces in a vase which you share equally with Goose, who can hardly believe his luck. You walk to the back of the chamber, where you find a gilt-edged, bronze door. Turn to **198**.

### 58

It's not long before you come to an old log cabin which has a small vegetable patch in front of it. Smoke drifts up from the chimney and you see there are two saddled horses tethered to a post nearby. If you want to knock on the door of the cabin, turn to **388**. If you would rather keep on walking along the riverbank, turn to **6**.



*He has a weather-beaten face with a long beard and moustache*



**59**

There is a small group of people at the end of the street who are heckling a long-haired man who is standing on a barrel. He has a weather-beaten face with a long beard and moustache, and a toothpick sticking out of the corner of his mouth. He is wearing animal skins and carries a longbow slung across his shoulders and a quiver of arrows on his belt. He is shouting at the crowd, trying to warn them that Hamelin is going to be attacked by Iron Giants. He looks exasperated and pleads with the crowd to listen to him, but the onlookers just heckle him even more. If you want to stop and speak to the man, turn to **190**. If you want to leave Hamelin immediately, turn to **270**.



**60**

The guard watches the coin land on the ground and says, 'It's heads! We believe you.' Gain 1 LUCK point. The other guard examines the three robbers on the ground and says, 'I recognize these thugs by their gold necklaces. You must be very good with your sword to see off the Snark Brothers. They have robbed a lot of people recently. In recognition of your bravery, we are going to let you take one of their gold necklaces as a reward. We'll keep the other two. Don't tell anybody. Ha, ha!' You help yourself to a necklace and walk off. Turn to **386**.



## 61

You watch the coin spin through the air and land on the floor. The skull's mouth opens again. 'It's tails. Your guess was wrong, and you must pay for your mistake!' You begin to feel uncomfortably numb and then your insides feel as though they are melting. You begin to shrink, and you see the same is happening to Goose. He shrivels before your eyes and becomes nothing more than a long roll of flesh with a pair of eyes at one end. Scaly skin forms over the flesh and you watch him slither away. Goose has been turned into a snake, and so have you. Your adventure is over.



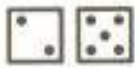
## 62

You bite into the warm golden pastry of what turns out to be another cheese and onion pie. You are so full that you struggle to swallow the mouthful of the rich melting cheese. You watch on enviously as the Barbarian takes a huge bite out of his meat pie and swallows it quickly. Three more mouthfuls, and the meat pie is devoured. The Barbarian sneers at you with a smug expression on his face. You feel completely bloated and decide that you cannot face another mouthful and raise your hand to signal your retirement from the contest. 'Winners are grinners!' the Barbarian boasts, punching the air. 'And losers are snoozers. Pay the innkeeper 2 Gold Pieces for



the pies. You can have the room I won if you want it. I'm going home.' You thank the Barbarian for his kind gesture, which the innkeeper says is fine with him. Although you feel uncomfortably full, the pies boost your energy. Add 2 STAMINA points. Binny comes over to you and says, 'Never mind. You did your best, but I guess two cheese and onion pies in a row was a bit much! At least you have a free room for the night. It's getting late, so I'm going to go home. I'll be back first thing in the morning to give you a tour of the town.' She turns and walks out of the tavern, leaving you to join the innkeeper and his customers in a rowdy sing-song as night sets in. Before you retire to your room, you ask everybody in the tavern if they know where Marik Om-Yash lives, but nobody seems to know him. You manage to get a good night's rest (add 2 STAMINA points) and go downstairs in the morning, where you find the innkeeper clearing up the mess from the night before. 'Binny Brogan was in here earlier. She said she couldn't wait for you any longer and had to go.' You thank the innkeeper and pay him 2 Gold Pieces for the pies before leaving the tavern, wondering why Binny couldn't wait for you. Turn to **364**.





## 63

You hold your breath and dive into the dark, fetid water and swim over to where you think the steps up to the warehouse are. *Test Your Luck*. If you are Lucky, turn to **180**. If you are Unlucky, turn to **310**.

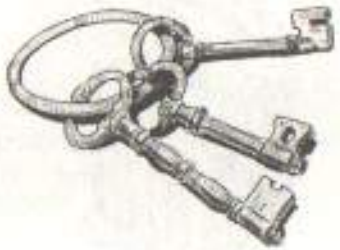


## 64

You lift the medallion above your shirt collar. Marik grins and unbuttons his cloak to reveal an identical medallion hanging around his neck. He slaps you on the back and says, 'You better come in and tell me your story. Harold knew that since Velma died, I've stopped seeing people, so it must be something important or else he would never have told you to come here.' You follow Marik inside his house and sit down opposite him at the table, on which there is a bouquet of sunflowers. You take the crown out of your backpack and place it in front of him. 'What is that?' he asks with a quizzical expression. You explain that it is all that is left of the Crown of Chaos after the warriors on the rim jumped off and rose as Iron Giants. He listens intently as you tell him about the fateful events which took place outside Firetop Mountain and how, in his dying breath, Higgly told you to find Marik, who could tell you



how to defeat the Iron Giants. Marik looks at you aghast and says, 'I never thought the day would come when the Iron Giants would rise. The Crown of Chaos belonged to Zagor, the Warlock of Firetop Mountain. He kept it in a secret place with a plan to unleash the Giants and rule Allansia once he had developed a spell to control them. He never did, and the crown remained hidden inside Firetop Mountain. Until you found it! Toppling the Iron Giants will be virtually impossible unless you have Rust Beetles to weaken them. Their saliva can eat through iron, enough for you to be able to sever a giant's limb with your sword. Rust Beetles look like large scarab beetles, only they are fluorescent red in colour. The only place where they have been found is in the Gorgon's tomb in the Moonstone Hills. But that was years ago. Rumour has it she is dead, but nobody really knows. You should leave now. I must visit my wife's grave later today, but I will catch up with you tomorrow.' If you want to ask Marik if he can tell you anything else about the Gorgon's tomb, turn to **316**. If you would rather set off for the Moonstone Hills immediately, turn to **222**.



65

You pull your hood down to take a look around and catch sight of a familiar figure standing next to a silk merchant's stall. It's Dunbar Lapp! Fortunately, he does not see you. You hide your face and cross the square to another stall where a merchant is selling weapons and armour. The swords on display are nothing special, so you ask the merchant if he has any others for sale. The burly man rubs his chin and says, 'Are you saying my swords are not good enough for you?' Without waiting for your answer, he reaches into a canvas bag on the floor and pulls out a fine-looking sword with a polished blade and sharp edges. He hands it over to you, saying, 'I was hoping to sell my other swords first, but trade is slow today. You have in your hands a Demon Sword and I'll let you have it for the bargain price of 10 Gold Pieces.' You cannot resist buying such a magnificent-looking sword. You pay the merchant and hurry out of the market square before anybody recognizes you. Turn to **381**.





66

You tap the ring twice, which creates an immediate illusion of you looking like a Zombie with rotting flesh and open wounds. Goose jumps back and draws his axe. You reassure him that you have not actually turned into a Zombie despite looking like one. 'You could have fooled me! You look hideous,' he says, sounding spooked. You tell Goose that you are going to open the door and release the Zombies and that he will have to be the bait to draw them out of the cave. You tell him to run back to the pit and jump over it in the hope that the Zombies will fall down the pit, giving chase. With your plan in place, you turn the key and open the door. The Zombies burst through, ignoring you as one of them, and lurch towards Goose, who turns to run. In his haste to get away, he trips over his own feet and stumbles. You stick your leg out to trip up the leading Zombie to give Goose a moment to recover. *Test Your Luck*. If you are Lucky, turn to **282**. If you are Unlucky, turn to **341**.





67

You have found a Dragon Sword which has the sharpest blade you've ever seen in your life. Make a note on your Adventure Sheet if you want to exchange it for your own sword. If you have not done so already, will you try on the gauntlet (turn to **398**), take the pouch (turn to **100**) or look at the gravestones (turn to **189**)? If you would rather leave the tomb and walk into Hamelin, turn to **26**.



68

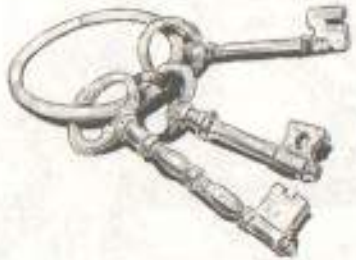
One of the Giants Rats was carrying a deadly disease. If you lost one or more Attack Rounds during the battle, turn to **111**. If you did not lose any Attack Rounds, turn to **218**.





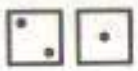
69

You pick up the orb and hold it above your head, then throw it down on to the rock floor, where it smashes into tiny pieces. The purple gas escapes and envelops you. It spins round you faster and faster. You press against the wall of purple light, but you cannot reach through it. You feel like you are suffocating inside a tube of spinning light. The image of a human skull appears above you with its mouth open as though it is laughing at you. Your mind suddenly goes blank, and you drop to the floor unconscious, never to wake again. Your adventure is over.



70

Wilbur almost snatches your hand off when you give him the gold key. He counts out 20 Gold Pieces into your hand and whoops for joy as he pores over his new possession. He sits back on his stool to examine the key with a magnifying glass, oblivious to his other customers waiting to be served. You decide to leave him to it and walk on to the next stall. Turn to **119**.





*The Dragon suddenly spits out a cone of flame*



**71**

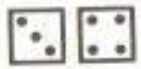
As soon as you touch the EMERALD DRAGON, it takes flight and circles the room at speed. It glides around on its outstretched wings, which look red hot like molten glass and give off intense heat. The Dragon suddenly spits out a cone of flame and swoops down to attack. If you want to draw your sword to fight the Dragon, turn to **7**. If you want to run down the steps, turn to **118**.



**72**

Your fingers touch a thin chain. You pick it up and, much to your delight, you see the gold amulet hanging on it: it is in the shape of a snake's head. You slip the chain around your neck and wait to see if you can feel any magical powers. Nothing happens, and so you decide to leave the room and go back to the warehouse. Turn to **95**.





73

Amaric sighs and says, 'Well, if you don't want to buy a new sword, you might like to take a look at a sword I bought yesterday from a treasure hunter.' He goes into the back room and comes out moments later holding an old, tarnished sword. 'It's a bit blunt and it needs a clean, but it's sound enough. It looks like it's seen a lot of action and is no doubt good for a lot more. The symbols on the blade tell me it's a Rune Sword. It will be better than anything you'll find in the market, and I'll let you buy it for just 5 Gold Pieces.' Knowing it would be foolish to go on a quest without a weapon, you buy the sword and go outside, where you find Dunbar Lapp waiting for you. He frowns momentarily when he sees the old sword you are holding but tries to conceal his disappointment. 'I hope you are pleased with your sword?' he asks enthusiastically. You tell him it's a Rune Sword and give him 1 Gold Piece for helping you. You thank him for his help and bid him farewell. What Amaric didn't know is that the sword is cursed with a Drain Energy spell. Every time you use it in combat, you will automatically lose 1 STAMINA point. Turn to **381**.

74

The Gnome pockets the 5 Gold Pieces and tells you that the war hammer will give you more options in combat. You thank the Gnome for his help and leave his shop to walk up the street. Turn to **278**.



75

You feel a strange tingling in your fingers which spreads up your arm. The tingling feeling turns into pain and quickly intensifies. If you have a Potion of Healing, turn to **126**. If you do not have this potion, turn to **242**.

76

You feel a painful ringing in your ears from the ferocity of the slap, but you manage to stay on your feet. Lose 2 STAMINA points. A loud 'Ooh!' of alarm goes up from the crowd as they watch on, enthralled. Turn to **150**.



77

You realize with horror that you have slain the only person who could have helped you defeat the Iron Giants. You have failed to save Allansia from a destiny of chaos and destruction. Your adventure is over.

78

You hack through the bloated bloodsucker and detach it from your leg before you lose any more blood. Lose 1 STAMINA point. Turn to **239**.

### 79

Hogget frowns and says in an accusing tone, 'I'm afraid I don't believe you. Ever since his wife, Velma, died, Marik has been a recluse. He has no friends. He refuses to see anybody.' Hogget's dogs detect the sudden bad atmosphere in the room and start to growl. 'I do not have time to listen to your nonsense. If you want to buy a horse and saddle, it will cost you 20 Gold Pieces. Take it or leave it.' If you want to pay 20 Gold Pieces to buy a horse, turn to **305**. If you would rather turn down his offer and set off on foot again along the riverbank, turn to **6**.

### 80

You arrive back at the junction and continue straight on into the tunnel opposite. It's not long before you come to a dead end. The passageway is completely blocked by a giant boulder. You have no choice but go back to the junction and turn left. Lose 1 LUCK point. Turn to **286**.



### 81

The Ogre barely flinches when your hand smashes against his cheek. He smirks and says in a sneering voice, 'Is that the best you've got, human? My turn now.' You put your hands behind your back and stick your chin out, breathing in deeply to ready yourself. The Ogre pulls his arm back



and swings it as hard as he can to land a powerful blow against your face with his huge hand. Still reeling from the first blow, your legs buckle underneath you, your eyes glaze over, and there is nothing you can do to stop yourself from falling over backwards and crashing to the ground. You are knocked out cold. Lose 4 STAMINA points. The crowd roars with delight, chanting, 'Humluk! Humluk! Humluk!' The Ogre raises his arms and nods triumphantly as he milks the appreciation of the crowd. Jorgan tells a boy to throw a bucket of water over you, which wakes you up with a start. You realize that you must have lost the contest and walk off in a daze, rubbing your face. Turn to **252**.



### 82

You walk over to the entrance of a small shop and place the lamp down on the doorstep. When you stand up you hear the genie curse your name even though you hadn't told him what it was. 'I'm going to count to five. Unless you pick up the lamp again before I get to five, I will make you suffer,' he hisses. If you want to pick up the lamp, turn to **175**. If you would rather ignore Twixle's threat and walk on, turn to **307**.

## 83

You tap the man on the shoulder and tell him that you believe his story about the Iron Giants. 'I'm glad somebody believes me!' he says, slowly calming down. 'I know I exaggerate when I talk about my adventures, but not today. I watched four Iron Giants flatten Stonebridge and now they are headed this way, destroying everything in their path. I rode here as soon as I could to warn everybody, but nobody wants to know. Those fools are going to be sorry they didn't listen to me. Anyway, it's good to meet you. My name is Willard Honk, but you can call me Goose. Most of my friends do on account of my surname. It's hard to argue with that and that's fine with me. I'm a Ranger with a longbow and a long nose! I've been hunting, fishing, tracking and scouting my whole life. What's your story?' If you want to tell the Ranger about your quest to take down the Iron Giants, turn to **249**. If you do not want to tell him about your quest and leave Hamelin right away, turn to **270**.

## 84

The armourer puts down his wooden club. 'Dunbar Lapp, you say. No, never heard of him. Why?' You explain that Dunbar Lapp brought you to his shop to buy a sword. The man bursts out laughing and says, 'Of course I know Dunbar! He's a good man who brings me lots of customers. This is your lucky day. You are the hundredth customer he

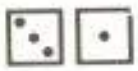


has brought to me this year, which means you are entitled to a free dagger if you buy one of my swords. What do you say?' Whilst waiting for your reply, he takes one sword down from the wall and another from under the counter. 'These are the best I have,' he says in a friendly voice. 'The sword with the engraved blade is the Vampire Sword, which was designed for slaying the undead. I'm only asking for 10 Gold Pieces for it. The sword with the flame-coloured grip is a Fire Sword, which is best for fighting fire-breathing creatures. At 15 Gold Pieces, it's a bargain.' If you want to buy a sword, make your choice, note the cost in Gold Pieces on your Adventure Sheet and turn to **297**. If you decide not to buy a sword, turn to **73**.



## 85

You land safely on the other side and turn to bait the angry Zombies. They stagger towards you and, one by one, tumble down into the pit, oblivious to the danger. Goose cheers when the last one stumbles over the edge and says he is relieved to see you looking like your normal human self again. You jump back over the pit and enter the Zombie cave, which smells so disgusting that you are forced to hold your nose. If you want to search the cave, turn to **163**. If you want to walk over to the iron-barred door at the back of the cave which opens into another tunnel, turn to **383**.





*A shadowy figure in a long and ragged black gown*



86

The tomb is built of sandstone which has turned black over time. There are carved stone gargoyles on each of the four corners of the flat roof and broken steps which lead down to a wooden door almost hidden by thick vines. You walk down the steps and cut away the vines with your sword to reveal a handle which turns in your hand. The door is wedged shut, blocked at the bottom by dirt and debris, but you manage to barge it open with your shoulder. You stare into the musty-smelling tomb, your eyes trying to adjust to the near darkness. You step inside and walk slowly towards a stone sarcophagus which lies in the middle of the tomb. You feel a cold draught of wind on your neck and spin round to see a shadowy figure in a long and ragged black gown hovering above the cold stone floor. Its face, but for its glowing red eyes, is hidden by a large hood. 'Welcome! I've waited a long time for this moment,' it says in a hissing whisper. Vicious long claws suddenly appear from out of its baggy sleeves as the WRAITH glides forward to attack you. You draw your sword quickly to defend yourself.

| | | |
|---|---|---|
| *WRAITH* | *SKILL 10* | *STAMINA 8* |

If you possess a Vampire Sword, add 2 to your Attack Strength for each Attack Round. If you win, turn to **159**.

87

You enter a small shop with walls almost entirely covered with mirrors. At the back there is a counter with a thick glass top on a frame made out of large animal bones. Standing behind the counter is a tall ELF who is wearing a long silver tunic with a high collar. He has fine features, long white hair and pointed ears. He watches you carefully with his piercing ice-blue eyes. He leans forward to rest his hands on the counter. 'Welcome, my friend. Have you come in here to buy or sell? Today, I'm buying rubies and selling emeralds,' he says in a calm voice. If you want to sell a ruby, turn to **275**. If you want to buy an emerald, turn to **373**. If you want to leave the jeweller's and carry on walking up the street, turn to **158**.

88

You know that the blunt war hammer will be a much better weapon to damage the Stone Golem than the blade of a sword. You ready yourself for close combat and stride forward to attack.

*STONE GOLEM* SKILL 8 STAMINA 11

If you win, turn to **281**. If you want to Escape during combat, you may run away from the slow-moving monster. Lose 2 STAMINA points and turn to **11**.



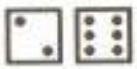
89

You decide not to go in the other tent, as you are eager to find Marik Om-Yash. If you have not done so already, you may walk over to the vendors' stalls (turn to **317**) or look at the entertainers and sideshows at the fair (turn to **396**). Alternatively, you may leave the fair via Brass Street at the far end of the square. Turn to **330**.



90

The clockmaker looks at you suspiciously and says, 'I see Marik every now and again, so you can leave the gift with me, and I'll make sure he gets it.' If you want to change your story and say that you are on a mission to defeat the Iron Giants, but you can't do it without Marik's help, turn to **244**. If you want to tell him that you might come back later, you may leave the shop to continue walking up Hill Street. Turn to **392**.



## 91

You don't stop to look behind you and hurry down the passageway. It's not long before you arrive at a long pit which spans the width of the tunnel. There is a rope hanging down from the ceiling which you will have to leap on to, to swing over the pit. You tell Goose that you will go first. You take a running jump, grab the rope and just manage to swing over to the other side. 'I'm not so sure about this,' Goose says, looking anxious. 'I'm getting a bit old for swinging over pits weighed down by a sack of gold!' You tell him not to worry and go for it. He takes a running jump, grabs the rope, but does not have enough momentum to reach the other side. Unable to hold on to the rope, he lets go of it and lands heavily at the bottom of the pit. He groans and tells you he is in pain, but says he doesn't think he has broken anything. You kneel down at the edge of the pit and tell him to grab your hand. Suddenly, you hear an ominous grating sound behind you. A stone slab is sliding down from the ceiling to block the passageway. Goose's weight on the pit floor has triggered a trap. He reaches up to grab your hand as the stone slab continues to slide down to the floor. If you want to help Goose climb out of the pit, turn to **32**. If you want to leave him and roll under the stone slab to escape, turn to **343**.

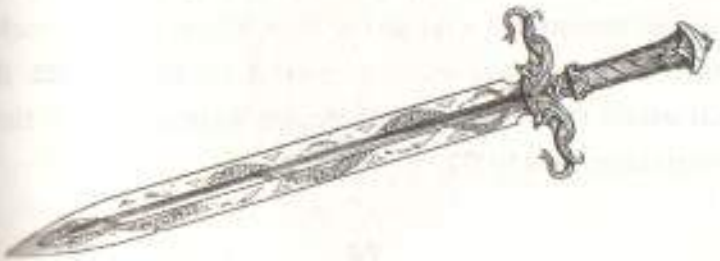




## 92

The old man stares at you with fiery red eyes and says threateningly, 'Put your sword away or else you'll be sorry.' Will you:

| | |
|---|---|
| Attack him? | Turn to **176** |
| Put away your sword and ask him to row you to Hamelin? | Turn to **257** |
| Apologize for disturbing him and walk on? | Turn to **58** |



## 93

You just manage to escape from the Vampire Bats by diving through the narrow opening of the doorway and slamming the door shut behind you. You stand up and notice that there is blood trickling down Goose's neck from where he was bitten by the bats. You tell him that his neck is punctured in several places. He looks at you glumly and says, 'You too, I'm afraid.' You touch your neck and see blood on your fingers. If you have a jar of Bat Balm, turn to **357**. If you do not possess Bat Balm, turn to **124**.



94

The crowd cheers when they hear you accept the challenge and throw their hats into the air with excitement. After paying his manager 1 Gold Piece, you are told to stand opposite the Ogre. You stare at each other intently, both trying to intimidate the other. Jorgan spins a coin in the air and asks you to call out heads or tails. If you want to call heads, turn to **55**. If you want to call tails, turn to **265**.

95

As you wade back across the flooded cellar, your foot touches something solid on the floor. If you want to reach down into the black water to pick it up, turn to **225**. If you would rather climb the wooden steps and leave the warehouse, turn to **172**.

96

You uncork the small bottle and pour the potion into Goose's mouth. He coughs and sits bolt upright with his eyes wide open, breathing hard. 'What are we waiting for?' he shouts. 'Let's go!' He jumps up and runs after the Iron Giant, this time managing to place a Rust Beetle on its ankle without incident. Secure in the knowledge that Rust Beetles are attached to all the Iron Giants, you follow them from a safe distance behind, wondering how long it will be before their ankles start to give way. Turn to **174**.



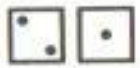
97

Standing in the beast's shadow, you lunge forward to strike its underbelly with your sword. It bounces off with a loud clang, unable to penetrate the thick iron hide. The Iron Giant strikes back with unstoppable power, pummelling you and Goose into the ground with its massive iron fists. Your adventure is over.



98

There are several jewellery shops in Copper Street with people looking through iron-grilled windows at the colourful gemstones on display. One of the jewellers is called 'Hidden Gem' and has a sign in the window which says, 'Gems bought and sold'. If you want to go in the shop, turn to **87**. If you want to carry on walking up the street, turn to **158**.





*Two town guards running towards you*



**99**

As you reach down to take one of the necklaces, you see two town guards running towards you from the square waving their spears in the air. They order you to drop your sword and put your hands on your head. If you want to obey their command, turn to **322**. If you want to run away empty-handed, turn to **386**.

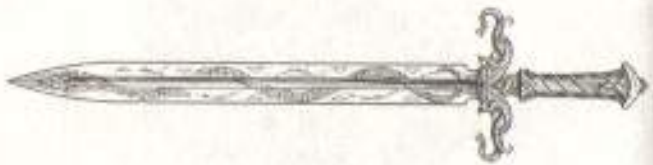


**100**

You uncurl the skeleton's brittle fingers and take the pouch, which feels like it contains some metal objects. If you want to open the pouch, turn to **171**. If you do not wish to open the pouch and you have not done so already, you may take the sword (turn to **67**), try on the gauntlet (turn to **398**) or leave the tomb to look at the gravestones (turn to **189**). If you would rather walk straight into Hamelin, turn to **26**.

101

You reach the narrower section of the tunnel and seconds later hear the loud grinding sound of rock thumping into rock behind you. The boulder has come to a complete stop wedged between the tunnel walls. You see that there is no way past the boulder. The tunnel is blocked. Goose is panting heavily, exhausted from running so fast. You walk to the junction and decide which way to go. Turning right would only take you back to where you came from and is not an option. If you want to turn left, turn to **286**. If you want to cross the junction and walk straight on, turn to **149**.



102

Wilbur frowns and says, 'You drive a hard bargain, stranger. But it was my fault for telling you how desperate I was to complete my collection of Golden Door Keys. So, I have no choice but to pay your extortionate price.' You give him the gold key and in return he counts out 30 Gold Pieces into your hand. A smile spreads across his face as he pores over his prize possession. He sits back on his stool to examine the key with a magnifying glass, oblivious to his other customers waiting to be served. You decide to leave him to it and walk on to the next stall. Turn to **119**.



103

When you get to the top of Hill Street, you see that it continues downhill all the way to a gated stone archway which leads out of town. Most of the houses you see are in a poor state of repair. A door opens to a house with small, dirty windows on the right-hand side of the street. An old lady appears at the doorway, hunched over her walking stick. She is wearing a black scarf over her head and an old cardigan which is riddled with moth holes. As you walk past, she taps her walking stick on the doorstep to get your attention and says in a frail voice, 'Would you help an old lady move a cupboard? I'll give you a nice bowl of carrot soup for your trouble.' If you want to help the old lady, turn to **179**. If you would rather ignore her and walk on, turn to **59**.



104

A search of the Wererat's clothes yields 2 Gold Pieces and a gold key with the number 3 engraved on the flat head in a very elaborate and ancient style. Add 1 LUCK point. If you want to push the rowing boat into the river and row to Hamelin, turn to **22**. If you would rather continue walking along the riverbank, turn to **58**.



## 105

You avoid being grabbed by diving into the undergrowth narrowly escaping the long fingers of the Giant. You let th Giant walk on ahead before you try to creep up behind again. When the moment is right, you jump up, this tim with success. With the Rust Beetle in place, you look ove to see how Goose is faring. You are horrified to see hi Giant lift its iron foot, striking Goose on the head with it heel. He falls to the ground and does not get up when th Iron Giant strides away. If you want to go to Goose's aid turn to **349**. If you want to chase after the Giant to finis the task, turn to **284**.

## 106

Carlo tells you to put 1 Gold Piece on the table as he slowly moves the outer two cards around the card in the middle with his fingertips. You make sure you don't take your eye off the cards for one second whilst he speaks. He form them back into a row of three cards and says in a teasing voice, 'Which card do you think is the Lady?' Will you:

| | |
|---|---|
| Ask him to turn over the card on your left? | Turn to **313** |
| Ask him to turn over the card in the middle? | Turn to **203** |
| Ask him to turn over the card on your right? | Turn to **31** |



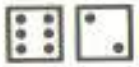
## 107

You step down into the murky water and wade across the cellar floor as quickly as possible. As you stride along up to your waist in water, you feel something soft attach itself to your leg. When you climb out of the water on to the stone steps, you find a GIANT LEECH latched on to the back of your calf with its tiny, hook-like teeth gripping your flesh to suck your blood. If you have a dagger, turn to **78**. If you do not have a dagger, turn to **331**.



## 108

Six darts are released from small holes in the tunnel wall. Roll 1 die to determine how many darts hit you and reduce your STAMINA by 2 points for each one. Goose was standing behind you when the darts were fired, and escapes being hit. If you are still alive, he helps bandage your wounds before setting off again. Turn to **194**.



## 109

Having been attacked in his shop before, the armourer i well prepared and quick to act. He steps deftly to one sid as you leap over the counter, swinging his club at the sam time to catch you squarely on the side of the head with savage blow. You are knocked unconscious and land on th floor in a crumpled heap. Lose 2 STAMINA points. When yo come to, you find yourself lying on your back on the stree outside surrounded by a crowd of angry people. Your ankle are bound by a thick rope, which is tied to the saddle of horse ridden by a fierce-looking woman. She ignores you pleas for mercy and drags you slowly through the street whilst the townsfolk pelt you with rotten eggs and clump of dirt. You are dumped outside the town gates bruised battered and filthy and told never to return. You chec your belongings and find to your dismay that the 25 Gol Pieces that were in your pockets are gone, no doubt taker as payment for your crime. Make the deduction on you Adventure Sheet and lose 2 LUCK points. But at least they did not find the 25 Gold Pieces hidden in your backpack. You realize it was foolish to attack the armourer but also know it would be even more foolish to go back into town. Your only option now is to set off for Firetop Mountain armed with your broken sword. Lose 2 SKILL points. On the outskirts of the town, you pass by a derelict cottage with a collapsed thatched roof. If you want to search the cottage, turn to **17**. If you would rather walk on, turn to **234**.



## 110

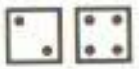
You stride forward, gripping your sword tightly, and get into position behind the Iron Giant. There is a reddish-brown patch around a large hole on the back of one of its ankles where flakes of rusty iron are breaking off. You raise your sword and leap up to strike its weakened ankle. Roll two dice and add 2 to the total for your sword. If the total is 10 or greater, turn to **227**. If the total is less than 10, turn to **374**.



## 111

You begin to feel unwell and break out in a fever. If you bought a bottle of Fever Free Tonic from Honest Jon, turn to **399**. If you do not have this tonic, turn to **127**.





112

Mary closes her eyes and begins to stroke her cat very gentl as she recites a short rhyme in a barely audible whisper:

*The eyes of the dragon*
*Are the gems on its head*
*Green is life*
*And red is dead*

She opens her eyes again, smiles and says, 'Good luck o your adventure.' Higgly thanks her for her help and leave the hut. You follow him outside and ask him what drago eyes have got to do with Firetop Mountain. Higgly shrug his shoulders and says, 'Who knows, but I'm sure Mary' rhyme will aid us on our quest.' You repeat the rhym to memorize it and leave Anvil to begin your treasure hunting quest. Turn to **191**.





113

The Leprechaun thanks you for the Gold Piece and says cheerfully, 'I have been known in the past to take Gold Coins from people and not give them anything in return. But today I'm going to stick to my side of the bargain. Here, take this silver ring. It will bring you luck. And I suggest that you drink the water from the Unicorn. It is fresh and pure.' You examine the ring and see that its face has an etching of a clover leaf on it. You slip it on to your little finger. Gabby is true to her word. It is a magic ring. Add 2 LUCK points. If you want to drink from the Unicorn fountain, turn to **295**. If you would rather say goodbye and carry on walking up the lane, turn to **338**.





*Three giant rats with long snouts and sharp teeth*

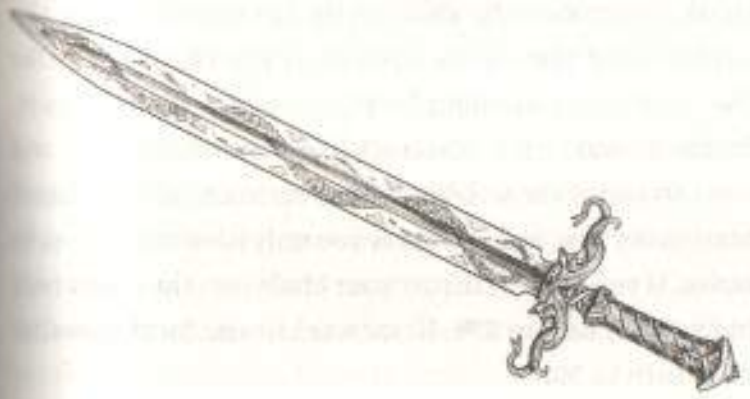


114

Something crunches underfoot as you enter the warehouse. Your eyes slowly adjust to the dim light, and you notice seeds on the floor of what must have been a grain store at one time. You suddenly hear squeaking sounds and see movement in the shadows. Three GIANT RATS with long snouts and sharp teeth scurry towards you, and you draw your sword to defend yourself. Fight the Giant Rats one at a time.

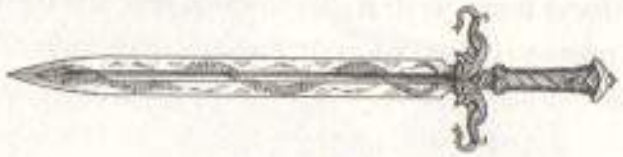
| | *SKILL* | *STAMINA* |
|---|---|---|
| *First GIANT RAT* | *5* | *4* |
| *Second GIANT RAT* | *5* | *5* |
| *Third GIANT RAT* | *5* | *5* |

If you win, turn to **371**.



115

You just manage to escape from the Vampire Bats by diving through the narrow opening of the doorway and slamming the door shut behind you. Relieved not to have been bitten by the bats, you stand up and set off down a narrow twisting tunnel. Turn to **256**.



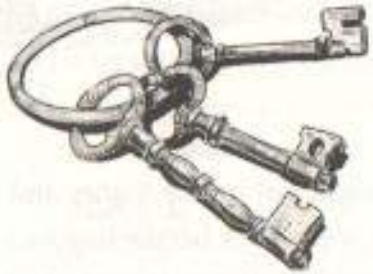
116

Just as the Giant is about to strike, you rub the silver ring vigorously. A jet of wire-like webbing shoots out from the ring straight at the Giant! The sticky strands expand, coiling and contracting around the colossus, which struggles to move, and it's not long before the enchanted web completely binds the Giant's limbs. The iron beast is immobilized, at least for the moment, giving you time to think. You notice the Rust Beetle has eaten through the Giant's chest plate in two places. If you choose to strike the right one, you might be able to pierce its iron heart. Suddenly, you hear a loud crack like a branch snapping and see a strand of the web binding fly up in the air. The Giant is breaking free, and you know you only have one chance to strike. If you want to thrust your blade into the larger hole in its chest, turn to **274**. If you want to aim for the smaller hole, turn to **207**.



117

You hurry down Dead End Alley and turn left into Hill Street. When you get to the top of the street, you see that it continues downhill all the way to a gated stone archway which leads out of town. Most of the houses you see are in a poor state of repair. A door opens to a house with small, dirty windows on the right-hand side of the street. An old lady appears at the doorway, hunched over her walking stick. She calls to you as you walk by, but you ignore her. Towards the bottom of the street, you see an ugly bunch of people standing around a barrel, but you hurry past them and out of town through the archway. Turn to **270**.



118

You run down the steps and jump into stagnant water. The Emerald Dragon swoops down and shoots out a cone of fiery breath which scorches the back of your neck. Lose 2 STAMINA points. If you want to dive under the surface of the water to escape the dragon fire, turn to **63**. If you want to stand and fight the Dragon, turn to **382**.



### 119

The next stall is a colourful flower stall with a display of vases and jars filled with beautiful sunflowers, lotus flowers and blue orchids. There are also some exotic-looking plants which you have never seen before in your life. A wooden sign with the words 'Faye's Flowers' is leaning against one of the vases. There is a chair behind the stall with a note pinned to it which says, 'Back in ten minutes.' If you want to wait for the florist to return, turn to **308**. If you would rather walk on to the next stall, turn to **141**.



### 120

Goose is also caught out by the flames and suffers burns to his arms and legs. After bandaging your wounds, you set off again, commiserating with each other. Turn to **276**.

### 121

You knock rapidly on the door and hear the man call out in an even angrier voice, 'Did you not hear me? I said go away or I'll set my dogs on you!' If you want to ask him if you can buy one of his horses, turn to **348**. If you want to leave him alone and continue walking along the riverbank, turn to **6**.



### 122

The clockmaker saunters over to a tall chest. He pulls out one of the drawers and places it on his wooden counter. You see there are six iron keys in the drawer in various sizes. 'These are all I have spare. The rest are for my clocks. They cost 1 Gold Piece each or 5 Gold Pieces for the lot.' You buy what you need and pay the clockmaker. If you want to ask him if he knows Marik Om-Yash and where he might live, turn to **46**. If you want to leave the shop and continue walking up Hill Street, turn to **392**.

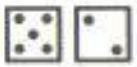
### 123

The old man disappears for a moment and reappears at the window holding a war horn, which he blows loudly to raise the alarm. If you still want to grab the gold necklaces, turn to **99**. If you want to run away empty-handed, turn to **386**.



### 124

You start to shiver and break out in a sweat as the poison seeps through your veins. You hold on to the door to steady yourself, but soon pass out and tumble to the ground. Lose 2 SKILL points and 8 STAMINA points. If you are still alive, turn to **377**.



### 125

Binny thanks you for paying her, and says, 'You look lik you have travelled far. You must be hungry. I think I shoul take you to an inn before we begin the tour. Follow me!' She turns left down a narrow alleyway which ends at a tavern called the Crusty Pie Inn. Burning lanterns hang above the open doorway, and you can hear raucous laughter coming from inside. Binny beckons you to enter. 'After you,' she says cheerfully. 'I think you are going to enjoy yourself in here.' You enter the crowded tavern, where you see five people sitting at a table, one of them a huge Barbarian, each with an empty plate in front of them. A burly, red-cheeked man wearing an apron over his shirt and britches bangs a copper pan with a ladle and shouts, 'I need one more person to volunteer for this evening's pie-eating contest. The pies are free and if you win, you also get a free room for the night if you want it. All the losers pay 2 Gold Pieces each to cover the cost of the pies. Who fancies their chances?' There are murmurs coming from the crowd, but nobody else sits down at the table. Binny looks at you and suggests that you should give it a go. If you want to enter the pie-eating contest, turn to **320**. If you would rather just watch the contest, turn to **53**.

### 126

You ask Goose to take the potion bottle out of your backpack. He uncorks the bottle with his teeth and hands it to you, whereupon you gulp down every drop of the potion.



The pain soon recedes, and you feel reassuringly full of energy again. Gain 6 STAMINA points. Goose breathes a sigh of relief when he sees you recover. Feeling well again, you search the chamber and find 100 Gold Pieces in a vase which you share equally with Goose, who can hardly believe his luck. You walk to the back of the chamber, where there is a gilt-edged, bronze door. Turn to **198**.

### 127

Your temperature continues to rise, and you break out in a sweat which drenches your clothes. You stagger towards the door to find help but collapse on the floor and lose consciousness. Lose 10 STAMINA points. If you are still alive, turn to **228**.

### 128

Higgly holds out his hand for you to count out the gold coins. He thanks you with a nod of the head and says enthusiastically, 'Firetop Mountain awaits us. I'm ready to go when you are!' He grabs his axe, a coil of rope and his backpack from behind the bar and follows you out of the tavern. You tell Higgly that you want to set off immediately, but he says he never goes treasure hunting without first going to see Mystic Mary, the local soothsayer who always gives him helpful advice. If you want to visit the soothsayer, turn to **247**. If you would rather leave Anvil without further delay, turn to **191**.



## 129

Marik nods his head appreciatively and says, 'You better come in and tell me your story. Harold knew that after Velma died, I stopped seeing people, so it must be something important or else he would never have told you to come here.' You follow Marik inside his house and sit down opposite him at the table, on which there is a bouquet of sunflowers. You take the crown out of your backpack and place it in front of him. 'What is that?' he asks with a quizzical expression. You explain that it is all that is left of the Crown of Chaos after the warriors broke off to rise as Iron Giants. He listens intently as you tell him about the fateful events which took place outside Firetop Mountain and how, in his dying breath, Higgly told you to find him to tell you how to defeat the Iron Giants. Marik looks at you aghast and says, 'I never thought the day would come when the Iron Giants would rise. The Crown of Chaos was owned by Zagor, the Warlock of Firetop Mountain. He kept it in a secret place with a plan to unleash the Giants and rule Allansia as soon as he had developed a spell to control them. He never did, and the crown remained hidden inside Firetop Mountain. Until you found it! Now, listen carefully if you want to stop the Iron Giants from destroying Allansia. Toppling them will be virtually impossible unless you have Rust Beetles to weaken them. Their saliva can eat through iron enough for you to be able to sever a giant's limb with your sword. Rust Beetles look like large scarab



beetles, only they are fluorescent red in colour. The only place where they have been found is in the Gorgon's tomb in the Moonstone Hills. But that was years ago. Rumour has it she is dead, but nobody really knows. You should leave now. I must visit my wife's grave later today, but I will catch up with you tomorrow.' If you want to ask Marik if he can tell you anything else about the Gorgon's tomb, turn to **316**. If you would rather set off for the Moonstone Hills immediately, turn to **222**.



## 130

The Dwarfs watch on as you open the box to find a small bronze bell inside. 'We hope you are pleased with your bell,' one of them says jovially. If you want to pay 1 Gold Piece to have another go at the Lucky Dip, turn to **342**. If not, and you have not done so already, you may either walk over to the tents (turn to **136**) or look at the entertainers and sideshows (turn to **396**). Alternatively, you may leave the fair via Brass Street at the far end of the square. Turn to **330**.



*'By the Hammer of Gillibran, it's Cobrax!'*



131

You push the bronze door open and enter a plush chamber with a polished black marble floor and white stone walls lavishly decorated with battle scenes of armed snake men and women attacking an Elven village. There are floor-to-ceiling stone columns carved in the shape of writhing snakes and opulent furniture made of white marble. Every flat surface in the chamber is covered with burning white candles set in golden candlesticks. As you take in the magnificence of the chamber, the door slams shut behind you. You hear hissing sounds and suddenly a ten-metre-long SNAKE with two enormous heads and black-and-yellow scales appears from behind a stone sarcophagus. Long, forked tongues dart in and out of its mouths as it slithers towards you. 'By the Hammer of Gillibran, it's Cobrax!' shouts Goose. 'One bite from the SNAKE LORD and you are dead meat.' Goose fires off an arrow, which thuds into the Snake Lord's body, but before he has time to fire again, the Snake Lord rears up to strike you.

*COBRAX* *SKILL 10* *STAMINA 10*

If you are fighting with a Serpent Sword, add 2 to your Attack Strength during each Attack Round. Goose's arrows will reduce the Snake Lord's STAMINA by 1 point each Attack Round. If you win, but lose one or more Attack

Rounds during the battle, turn to **145**. If you win but do not lose any Attack Rounds, turn to **57**.



### 132

You take 10 Gold Pieces out of your pocket and reluctantly hand them over to Toady. Bonehead looks at you and says, 'What about your backpack? I said I wasn't greedy, but really, I am! Open it up and give it to me.' You do as he says, hoping he does not find the secret compartment. *Test Your Luck*. If you are Lucky, turn to **230**. If you are Unlucky, turn to **303**.

### 133

'What Iron Giants?' the clockmaker asks, frowning. You tell him about the events which took place outside Firetop Mountain and how Higgly told you that only Marik Om-Yash would know how to defeat the Iron Giants. The clockmaker looks shocked and says, 'That is a terrifying tale. I wasn't going to tell you where Marik lived, but I will now. He lives right around the corner! Turn right out of my shop and walk down Dead End Alley. When you come to the end, you'll see a wooden ladder leaning against the wall. Use it to climb over the wall into the yard, where you will find Marik's little house. Good luck!' You thank the clockmaker for his help and leave. Turn to **263**.



### 134

It is late afternoon by the time you see the small town of Hamelin in the distance on the other side of the river. Ahead, you see a small jetty to which a wooden raft is moored. A young woman wearing brown britches and a baggy white shirt is sitting on a bench at the end of the jetty, busy casting a fishing line into the water. She turns round when your horse whinnies. You notice that she has an angry scar running the length of her face and a patch over her left eye. She stands up and says, 'The fishing is good today, and I'm not in the mood to run my ferry service. My name is Rosa, and if you want me to take you across the river, it's going to cost you 10 Gold Pieces. Or I'll take your horse in payment. You'll have no need for it in Hamelin.' If you want to pay Rosa 10 Gold Pieces to cross the river on her raft, turn to **280**. If you want to give her your horse to cross the river, turn to **195**.





### 135

You have no option but to fight the Zombies. You tell Goose that you will attack the front row through the iron bars whilst he shoots as many Zombies as he can with his bow. Goose counts his arrows and says sombrely, 'I have twelve arrows left and I count fifteen Zombies.' You strike down three Zombies pressed against the iron bars and tell him to let loose his arrows. Roll two dice. The total rolled is the number of Zombies that Goose takes down. You open the door and charge into the cave to fight the remaining Zombies. Fight them one at a time. Each one will have the same SKILL and STAMINA.

| | | |
|---|---|---|
| *ZOMBIE* | *SKILL 6* | *STAMINA 6* |

If you win, turn to **306**.





### 136

There are two green canvas tents pitched next to each other, both with wooden signs above their entrances. If you want to enter the tent named *Ruby the Riddler*, turn to **372**. If you want to enter the tent named *Find the Lady*, turn to **277**. If you don't want to enter either tent and you have not done so already, you may either walk over to the vendors' stalls (turn to **317**) or look at the entertainers and sideshows (turn to **396**). Alternatively, you may leave the fair via Brass Street at the far end of the square. Turn to **330**.

### 137

The water is dark and unpleasant and splashes up in your face as you search for the amulet. *Test Your Luck*. If you are Lucky, turn to **72**. If you are Unlucky, turn to **329**.

### 138

The skull's mouth opens again. 'It would seem that you do not pay enough attention to detail. Normally I would deny you your freedom for this, but I have decided to leave it to fate. Toss a Gold Piece in the air and let it fall to the ground. You must call heads or tails before it comes to rest.' You do as instructed and flick a Gold Piece in the air. If you want to call heads, turn to **61**. If you want to call tails, turn to **152**.

### 139

You hear a faint click when you press the ruby eye, followed by the loud clang of the iron door slamming shut. You push on the door with Higgly with all your might, but to no avail; the door is firmly locked. Higgly hacks at the door with his axe, but it bounces off the thick iron panel without making the slightest dent. You are trapped. You can only hope another treasure hunter might rescue you before you run out of food and water. Your adventure is over.



### 140

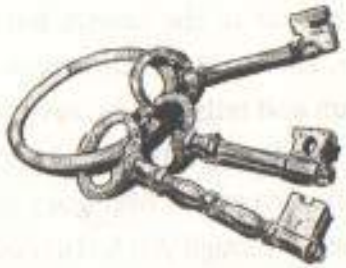
The pebble lands harmlessly on top of the other pebbles and you set off again, feeling full of energy. Turn to **11**.





### 141

There are two bearded Dwarfs with their sleeves rolled up and arms folded standing behind a handcart which they are using as a stall. There is a large wooden barrel on the cart which is filled to the brim with sawdust. A sign nailed to the barrel says, 'Lucky Dip – 1 Gold Piece'. If you want to take your chances at the Lucky Dip, turn to **342**. If not, and you have not done so already, you may either walk over to the tents (turn to **136**) or look at the entertainers and sideshows (turn to **396**). Alternatively, you may leave the fair via Brass Street at the far end of the square. Turn to **330**.



### 142

You manage to attach the Rust Beetle to the Giant before it lifts its gigantic foot to take another long stride. You look left and see Goose give you the thumbs up before running, crouched down, over to his second giant. You sneak up behind the remaining Iron Giant, but it senses your presence and reaches down to grab you with its enormous hand. *Test Your Luck*. If you are Lucky, turn to **105**. If you are Unlucky, turn to **337**.



## 143

You bite into the warm golden pastry of what turns out to be another vegetable pie. The Barbarian takes a huge bite out of his pie and immediately spits it out across the table. 'Vegetables? I don't eat vegetable pies! I eat meat pies! Bring me another meat pie!' he demands loudly. After four meat pies in a row, the Barbarian is angry that he has been given a pie he doesn't like. The innkeeper tells him that it is the luck of the draw and that he must eat what he's been given. 'No!' shouts the Barbarian in a booming voice. 'Well, that means you are disqualified,' the innkeeper replies calmly. The Barbarian stands up and kicks over the table, which causes an uproar in the tavern. Backed up by his regular customers, the innkeeper threatens the Barbarian with a wooden club and tells him to leave the tavern and never come back. The Barbarian glares back at him before storming out of the tavern. A cheer goes up and you are declared the winner. Although you feel uncomfortably full, the pies boost your energy. Add 2 STAMINA points. Binny comes over to congratulate you, saying, 'Congratulations. I had a feeling you might win. And you are well nourished and have a free room for the night. Marvellous! It's getting late, so I'm going to go home. I'll be back first thing in the morning to give you a tour of the town.' She walks out of the tavern leaving you to join the innkeeper and his customers in a rowdy sing-song as night sets in. Before you retire to your room, you ask everybody in the tavern if



they know where Marik Om-Yash lives, but nobody seems to know him. You manage to get a good night's rest (add 2 STAMINA points) and go downstairs in the morning, where you find the innkeeper clearing up the mess from the night before. 'Binny Brogan was in here earlier. She said she couldn't wait for you any longer and had to go.' You thank the innkeeper and leave the tavern, wondering why Binny couldn't wait for you. Turn to **364**.



## 144

The Giant is enraged and stamps its foot down hard, which makes the ground shake. You stumble and fall over, and before you can get to your feet, the Giant takes a step backwards. You are crushed beneath its gigantic iron foot, and you will never know if Goose succeeded in toppling the Giants to save Allansia. Your adventure is over.

## 145

Goose looks nervously at the puncture marks on your arm where Cobrax's fangs pierced your flesh. If you are wearing a snake's head amulet, turn to **233**. If you are not wearing this amulet, turn to **75**.

### 146

You dive sideways and just manage to avoid being hit by the sword. You jump up and run back into the cave to escape the Iron Giants. Looking out from the safety of the cave entrance, you watch them continue to grow until they stand some 10 metres tall. Without warning, they all turn round at the same time and slowly stride off West towards the Pagan Plains, their giant articulated limbs making grating metallic sounds as they walk, and their thumping iron feet crushing anything in their path underfoot. As soon as they are gone, you run outside to where Higgly is lying motionless on the ground, barely alive. 'It's the Crown of Chaos. I am doomed,' he whispers, struggling to breathe, his face contorted in pain. 'The Iron Giants will destroy Allansia. Take the crown to Marik Om-Yash in Hamelin. He will help you. The magic items you'll need to find in Hamelin are...' But before he can finish his sentence, Higgly falls silent. His eyes close, never to open again. Lose 1 LUCK point. You place the crown in your backpack and set off south-east towards Hamelin. You look back momentarily to see the Iron Giants marching slowly on, towering above the trees. An hour later you arrive at the Red River, where you see an old man with a wizened face lying asleep in a rowing boat which has been pulled up on to the bank. If you want to talk to the old man, turn to **215**. If you would rather keep on walking along the riverbank, turn to **58**.

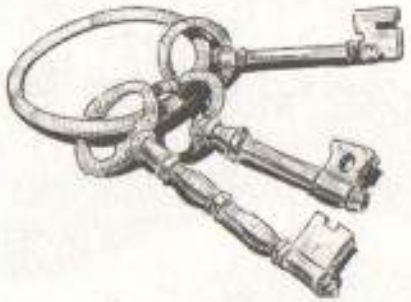


### 147

The spiders start biting you all over, injecting their poison into your veins, which makes you feel feverish and weak. Lose 2 SKILL points. Roll one die and reduce your STAMINA points by the number rolled. If you are still alive, you must fight the SPIDER HAG, who is brandishing two long knives.

| | | |
|---|---|---|
| *SPIDER HAG* | *SKILL 7* | *STAMINA 6* |

If you win, turn to **294**.



### 148

The old man shakes his fist triumphantly and says, 'You did well to deal with those thugs. There are always a lot of thieves about when the fair comes to town. Good riddance, I say.' You watch him close the window and disappear. You reach down and take the Trolls' gold necklaces and hurry on up the street before anybody arrives to start asking more questions. Turn to **386**.





*'Do you have any Goblin Earwax?'*



149

Goose notches his bow, and you draw your sword in readiness. The spine-chilling screeches get louder and are deafening by the time the hideous creature comes into view. Flying towards you at speed is a SCREAMING DEMON, a huge ghost-like undead creature which almost fills the passageway with its billowing grey shroud. It has an enormous head with a gaping mouth and small white eyes. It has long tendrils for arms which uncoil as it bears down on you. Goose fires off several arrows which fly harmlessly straight through the Demon. It suddenly stops less than a metre away from you, hovering on the spot, and lets out a high-pitched scream which is so painful that you drop to your knees, covering your ears with your hands. Goose's face is contorted with pain, but you see he is trying to speak to you. 'Earwax!' he screams. 'Do you have any Goblin Earwax?' If you possess a jar of Goblin Earwax, turn to **345**. If you do not have Goblin Earwax, turn to **240**.





### 150

The Ogre snorts and spits on the floor with a look of contempt on his face. He places his hands behind his back and pushes out his chin, inviting you to slap him. You breathe in deeply, summoning your inner strength to deliver a knockout blow. You pull your arm back and slap your open hand as hard as you can against Humluk's cheek. Roll two dice. If the total rolled is the same as or less than your SKILL score, turn to **378**. If the total rolled is higher than your SKILL score, turn to **81**.

### 151

You take off your boots and pull on the Elven Boots, which fit you perfectly. You take a few steps forward and are surprised how quickly you are moving. You feel fleet of foot and decide to run back down the alley, reaching the end in no time at all. Add 1 LUCK point. Delighted with your new boots, you turn right into Hill Street. Turn to **259**.

### 152

You watch the coin spin through the air and land on the floor. The skull's mouth opens again. 'It's heads. Congratulations, your guess was correct. You are free to go.' Turn to **323**.





### 153

The hooded man sneers at you and says, 'I don't believe you. Binny might send visitors to Hamelin to some strange places, but she would never send them here. If you know what is best for you, I suggest you leave now and don't come back.' If you want to walk back down the alleyway to Hill Street, turn to **117**. If you want to attack him with your sword, turn to **42**.



### 154

The Dwarf punches the air and lets out a victory cry. His friends join in with the celebrations, cheering even louder than before, spilling their ale as they dance around the tavern. The Dwarf looks at you with a smug expression on his bearded face and says, 'That will be 2 Gold Pieces, if you don't mind!' When you hand over the Gold Pieces to the beaming Dwarf, you become aware that your arm is hurting. You have strained your biceps. Lose 1 SKILL point and 1 LUCK point. Annoyed with yourself for getting injured, you look round for somewhere else to sit down. Turn to **340**.



### 155

You notice an increase in the temperature in the tunnel and it's not long before you come to the edge of another pit. You look down and see the bottom of the pit is filled with burning coals. You have no trouble jumping over the fire pit but when you land, your foot catches on a tripwire. A section of the floor drops away at a sharp angle, and you cannot stop yourself from falling head over heels down a chute, and land heavily on the rough stone floor. You find yourself lying at the bottom of a rat-infested pit with a broken hip, unable to move. You are trapped and there is no way out. You shout for help, but you know it's futile. It will only be a matter of time before the PLAGUE RATS feast on you. Your adventure is over.



### 156

The Ogre's hand makes a sickening thwack as it lands painfully against your cheek. Your legs buckle underneath you and your eyes glaze over, and there is nothing you can do to stop yourself from falling over backwards and crashing to the ground. You are knocked out cold. Lose 4 STAMINA points. The crowd roars with delight, chanting, 'Humluk! Humluk! Humluk!' The Ogre raises his arms and nods triumphantly as he milks the appreciation of the



crowd. Jorgan tells a boy to throw a bucket of water over you, which wakes you up with a start. You realize that you must have lost the contest and walk off in a daze, rubbing your face. Turn to **252**.

### 157

You run as fast as you can down the tunnel with the rumbling noise of the boulder rolling down behind you getting louder and louder. Ahead, you see that the tunnel narrows slightly, but you dare not look back. Roll two dice. If the number rolled is less than or equal to your SKILL score, turn to **101**. If the number rolled is greater than your SKILL score, turn to **359**.

### 158

You walk along Copper Street to where it ends at a crossroads. Turning left would take you into Pudding Lane. Turning right would take you into Brick Lane. Both choices would lead you back towards the town square, so you decide to cross over into Silver Street. Turn to **213**.

### 159

All that remains of the Wraith is its long gown lying in a crumpled heap on the stone floor. If you want to open the sarcophagus, turn to **365**. If you have not done so already, you may look at the gravestones (turn to **189**). If you would rather leave the tomb and go into Hamelin, turn to **26**.



160

You uncork the small bottle and gulp down half of the potion. You feel immediately pain-free and full of energy. Gain 6 STAMINA points. You stand up and chase after the giant. You soon catch up with it and place a Rust Beetle on its ankle before looking over to see how Goose is faring. You are horrified to see that as the giant lifts its huge foot, it strikes Goose on the head with its heel. He falls to the ground and does not get up as the Iron Giant strides away. If you want to go to Goose's aid, turn to **349**. If you want to chase after the Iron Giant and finish the task, turn to **284**.



161

You reach behind you to grab the Gremlin around his neck and throw him over your shoulder. He grunts on landing and does not stand up. You are left to face the two remaining Gremlins. Fight them one at a time.

| | | |
|---|---|---|
| *First GREMLIN* | *SKILL 4* | *STAMINA 4* |
| *Second GREMLIN* | *SKILL 4* | *STAMINA 3* |

If you win, turn to **212**.



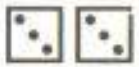
162

You decide not to go in the other tent, as you are keen to find Marik Om-Yash. If you have not done so already, you may walk over to the vendors' stalls (turn to **317**). If you would rather go and watch the entertainers at the fair, turn to **396**.



163

All you find in the cave is a pile of old clothes on the floor which are sopping wet and ingrained with dirt. The smell coming from them makes you want to retch. If you want to search through the clothes, turn to **28**. If you would rather go over to the iron-barred door at the back of the cave which opens into another tunnel, turn to **383**.





*An enormous bald Ogre with two rotten fangs*



164

Ahead you see a crowd of people hurrying to get to the fair, which you can hear is already buzzing with activity. You follow them into the town square, where you see jugglers, storytellers and minstrels entertaining the happy townsfolk. Smiling merchants stand behind their stalls selling cloth, flowers, jewellery and weapons, whilst food vendors are busy preparing hog roasts and bubbling pans of hot soup suspended over open fires. And there are colourful tents at the back to add to the excitement. Suddenly, you hear a roar and see a young man being carried out of the square on a canvas stretcher. He's out cold. Somebody pours a bucket of water over his face, and he wakes up rubbing his cheek and looking confused. You stroll over to find out what happened and come face-to-face with an enormous bald Ogre with two rotten fangs protruding from his bottom jaw. He glares down at you and says, 'Are you next?' to which the crowd starts chanting, 'Yes! Yes! Yes!' A scraggy-haired man in a bright orange waistcoat and a floppy hat taps you on the shoulder with his cane and says in a loud voice, 'My name is Jorgan and I'm Humluk's manager. It's 1 Gold Piece to enter the face-slapping contest. If you knock him out, you'll win 5 Gold Pieces and a special prize. You saw what happened to the last challenger, but I'm sure you can do better. What do you say?' If you want to accept the challenge, turn to **94**. If you would rather look around the fair, turn to **252**.



## 165

Whilst listening to the man speak, you do not notice an unseen hand slip into your backpack. Roll 1 die to determine the number of items which are stolen from you by the thief. You may choose which items have been stolen and remove them from your Adventure Sheet. The man on the barrel yells at the crowd, saying that he's had enough of their heckling. 'You are all going to get trampled on by gigantic iron feet and you'll only have yourselves to blame,' he bellows. He curses them and jumps down from the barrel shaking his head, and stomps off muttering under his breath. If you still want to speak to him, turn to **83**. If you want to leave Hamelin without further ado, turn to **270**.



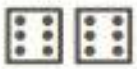
## 166

'Fortune favours the brave,' Higgly says cheerfully as he places the crown on his head. You watch him lift the velvet cushion out of the chest in the hope of finding more treasure, but there is nothing else inside. 'We might as well take these gems,' he says, drawing his dagger. He begins to prise the ruby out of the eye socket when suddenly he drops his dagger. He looks alarmed and grabs the crown with both hands. 'It's crushing my head,' he says with a look of fear in his eyes. He tugs at the crown but is unable



to take it off, even with your help. It tightens even more around his head, causing him considerable pain, but he manages to climb out of the pit and stagger outside, still pulling on the crown before collapsing on the ground. Daylight has activated the evil magic in a spell that was cast on the iron crown years ago. It drops off Higgly's head and rolls away as if being controlled. You watch on incredulously as the four iron warriors on the rim come alive. They jump down from the crown on to the ground to stand at attention in a circle, swords raised and tips touching. They grow quickly, and within seconds they are towering above you like a group of five-metre-high iron statues. Although unable to see you, the Iron Giants sense your presence. Their heads turn towards you in unison, and one swings its huge sword down at you. Roll two dice. If the number rolled is less than or equal to your SKILL score, turn to **146**. If the number rolled is greater than your SKILL score, turn to **352**.





### 167

The Dragon is now nothing more than pieces of broken glass scattered across the floor. The glass is still hot, and you make sure you don't touch it when you reach down to pick up the gold amulet, which you see is in the shape of a snake's head. You slip the chain around your neck and wait to see if you can feel any magical powers. You feel no different and decide to leave the room and go back to the warehouse. Turn to **95**.



### 168

In the heat of battle, you don't even see Goose's arrows flying past your head. One arrow hits the Gorgon in the shoulder, and another arrow hits her squarely in the neck. The Gorgon freezes momentarily, and Goose yells at you to strike. Avoiding her deadly stare, you seize the chance to finish her off. With one mighty blow, you send her tumbling to the floor with her hideous snakes still writhing round on her head. There are eighteen in total, and one by one, you watch them slowly perish. Turn to **332**.



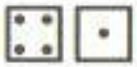
### 169

You smile at the hooded man and say, 'Marik Om-Yash, I presume,' and tell him that you have come as a friend to seek his advice and help you save Allansia. He sneers at you and replies, 'Why should I believe you? If you knew me, you would know that I no longer speak to anybody. But if you are really a friend of mine, you will know how old my wife was when she died. Answer me now or, if you know what is best for you, I suggest you leave and don't come back.' If you know Marik's wife's age when she died, add 150 to the number and turn to the paragraph matching that total. If you do not know her age and are unable to answer Marik, you will be left with no option but to walk back down the alleyway to Hill Street, turn to **117**.



### 170

You grip the lever and begin to pull down on it slowly. You hear a sound like stone grating on stone followed by a soft hissing sound like gas escaping. There is a sudden whooshing sound as flames shoot out of the dragons' mouths. The flames die down before shooting out again a few seconds later. Fire continues to belch out of the dragons' mouths at intermittent intervals. If you want to push the lever back up, turn to **2**. If you want to chance running past the fire-breathing dragon heads, turn to **210**.



171

You untie the string binding and pour the contents of the pouch into your hand. Nestling in the palm of your hand are three small human-shaped skulls; one made of gold, one made of silver and one made of brass. There are also three small bones, perhaps from a bird, engraved with tiny symbols. You put the objects back in the pouch and decide what to do next. If you have not done so already, you may try on the gauntlet (turn to **398**) or leave the tomb to look at the gravestones (turn to **189**). If you would rather walk straight into Hamelin, turn to **26**.



172

You continue walking along Brick Lane to where it turns sharply left before ending at a crossroads. Turning left would take you down Copper Street. Continuing straight ahead would take you into Pudding Lane. Both routes would lead you back towards the town square, so you decide to turn right into Silver Street. Turn to **213**.



173

Ruby shakes her head and says, 'It looks like solving riddles is not your strong point, is it? But I think you deserve a consolation prize for trying your best!' She reaches down and pulls out a small wooden box from under her armchair. She opens it and hands you a small ruby, for which you thank her and leave. Turn to **89**.



174

You follow the Giants for an hour, watching them crush and smash everything before them. Without warning, one of them stumbles slightly, and seconds later another one begins to sway slightly from side to side. 'It looks like the Rust Beetles are doing a good job!' Goose says excitedly. With Hamelin now visible in the distance, you dare not wait any longer. Now is the moment you must strike. You tell Goose to attack the two Giants to his left with his axe and you will take on the other two. You run, crouched down with Goose, wielding your sword to attack the first Giant. If you are attacking with a Vampire Sword or a Fire Sword, turn to **110**. If you are attacking with a Dragon Sword or a Rune Sword, turn to **258**. If you are attacking with a Demon Sword or a Serpent Sword, turn to **296**.

175

You reach down and put the lamp in your backpack. 'I knew you wouldn't leave me,' Twixle says in a friendly voice. 'Now, my friend, please get on with your day.' Not knowing what you have let yourself in for, you carry on walking along the street. Turn to **376**.



176

As you step forward to attack, the old man begins to metamorphose. His nose turns into a long snout, his teeth grow long and sharp, his chest expands, his fingers grow into long claws and he gains a metre in height. He has transformed into a savage WERERAT which leaps at you, snarling viciously.

| | | |
|---|---|---|
| *WERERAT* | *SKILL 8* | *STAMINA 5* |

If you win, turn to **104**.



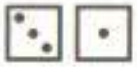
177

The throne continues to rotate and soon disappears from view, replaced by a flat stone section of wall. You push on the new wall section, but it is as solid as the tunnel wall and does not move. You have no option but to turn around and go back. If you want to walk back to the junction and go down the tunnel directly opposite, turn to **80**. If you want to walk back to the junction and turn right, turn to **286**.



178

Whilst totally engrossed watching the sword swallower, you do not feel the small hand which slides into your pocket. A grubby urchin deftly helps himself to some of your Gold Pieces and runs off, shrieking with laughter. He disappears into the crowd before you even realize what has happened. Roll 1 die and reduce your Gold Pieces by the number rolled. Lose 1 LUCK point. You decide you have seen enough of the entertainers. If you have not done so already, you may either walk over to the tents (turn to **136**) or look at the vendors' stalls (turn to **317**). Alternatively, you may leave the fair via Brass Street at the far end of the square. Turn to **330**.



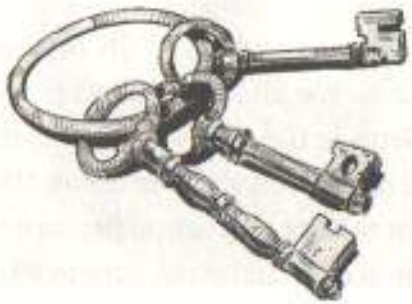


*Her hair is crawling with black spiders*



179

The old lady smiles and says, 'Thank you! That is very kind of you. Do come in. It's the cupboard over there against the wall. Could you please move it over to the opposite wall? Whilst you are doing that, I'll warm up your soup.' The old lady disappears through a doorway into the kitchen, leaving you to drag the heavy cupboard across the floor. Suddenly aware of somebody standing behind you, you turn round. Wearing the same clothes, the old lady has transformed into a young woman who is standing upright with an evil grin on her face. With her headscarf removed, you see that her hair is crawling with black spiders. She starts to laugh hysterically as the spiders crawl down her face into her open mouth and down her neck. She suddenly shakes her head rapidly from side to side, which sends the spiders flying everywhere, many of them landing on you. You have been tricked by a SPIDER HAG. If you possess and wish to drink Spider Oil, turn to **52**. If you do not possess Spider Oil, turn to **147**.





**180**

You swim underwater until your lungs are bursting, which forces you to break the surface for air. Fortunately, you find yourself by the wooden steps. The Emerald Dragon flies at you as you run up the steps, but you just have time to slam the trapdoor down on top of it as it attempts to fly up into the warehouse. You breathe a sigh of relief and leave the warehouse. Turn to **172**.



**181**

Ruby shakes her head and says, 'Oh dear, never mind. Would you like to try and solve another riddle?' If so, place 2 Gold Pieces in the palm of my hand. If you answer correctly, I will reward you with two rubies.' If you want to try your hand at solving another riddle, turn to **391**. If you want to politely decline and leave, turn to **89**.



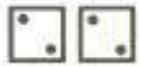
**182**

You whisper to Goose that you are going to attack the Gorgon with your eyes closed and tell him to shout out instructions to guide you. He looks nervous but nods in agreement and sets his bow. You point at your neck to indicate where he should aim at the Gorgon. You stand up and walk in the direction of the GORGON with your eyes closed and sword raised. Goose barks out orders for you to attack the hissing snakes whilst he lets fly with his arrows. Reduce your SKILL by 5 during each Attack Round because of having to fight with your eyes closed.

*GORGON* *SKILL 10* *STAMINA 10*

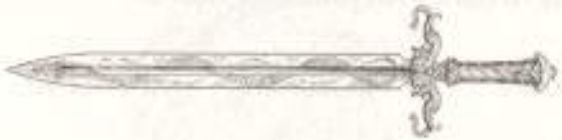
If you are still alive after three Attack Rounds, *Test Your Luck*. If you are Lucky, turn to **168**. If you are Unlucky, turn to **318**.





### 183

Amaric thanks you for buying the sword and says, 'You have in your hands a very fine weapon. Your destiny awaits.' He shakes your hand and bids you farewell. You go outside, where you find Dunbar Lapp waiting for you. He smiles when he sees your sword and cannot conceal his excitement. 'You must be pleased with your purchase?' he asks enthusiastically. You tell him you are very happy with your new sword and hand him 2 Gold Pieces in gratitude. You thank him for his help and wave goodbye. Turn to **381**.



### 184

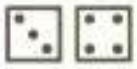
After leaving Hamelin, you head south, and it doesn't take long to reach the foothills, where the terrain is rocky. The climb is gentle, and you are making good progress when you suddenly see a ten-metre-wide whirlwind spinning furiously downhill towards you, hurling dust and debris a hundred metres into the air. You try to avoid it, but it is as though the DUST DEVIL is chasing you. You are caught in the swirling updraught and flung into the air, spinning round like a top. You are suddenly jettisoned from the whirlwind and land headfirst on the rocks below. You do not survive the fall. You have failed to save Allansia. Your adventure is over.



### 185

The florist's eyes widen on hearing the question. 'Marik Om-Yash?' she says with raised eyebrows. 'Blow me down if I haven't just delivered a bouquet of sunflowers to him. Whenever there is a full moon, he takes sunflowers to the graveyard just outside of town and lays them on the grave of his poor wife, who died last year. Poisoned, she was. Awful, it was. They never caught whoever did it. I really shouldn't be telling you where Marik lives, but I promised I would answer your question, and I'm true to my word. There is a tiny house inside a walled yard down Dead End Alley off Hill Street. You'll see the alley next to the clockmakers on Hill Street. Walk down it, and when you come to the end, you'll see a wooden ladder leaning against the wall. Climb up it and over the wall into the yard, where you will find Marik's house. Don't tell him I told you!' You thank Faye for the information and walk on. Turn to **141**.





### 186

The clockmaker smiles and says, 'That is correct, Velma is her name. But why did you tell me that cock-and-bull story about a gift? Anyway, never mind. What's all this about the Iron Giants?' You tell the clockmaker about the events which took place outside Firetop Mountain and how Higgly told you that only Marik Om-Yash would know how to defeat the Iron Giants. The clockmaker looks shocked and says, 'That is a terrifying tale. I wasn't going to tell you where Marik lived, but I will now. He lives around the corner! Turn right out of my shop and walk down Dead End Alley. When you come to the end, you'll see a wooden ladder leaning against the wall. Use it to climb over the wall into the yard, where you will find Marik's little house. Good luck!' You thank the clockmaker for his help and leave. Turn to **263**.





### 187

You walk over to the tree to untie the unfortunate adventurer. He thanks you over and over again, and finishes by saying, 'Since those greasy Goblins stole everything, I have nothing to reward you with except for this lucky charm.' He pulls a wooden button off his waistcoat and hands it to you. It is carved in the shape of a clover leaf. The charm can be used once only to make you automatically Lucky when you *Test Your Luck*, after which it will be a simple button again. You thank him for the gift, wish him well and set off again towards Hamelin. Turn to **393**.



### 188

The skull's mouth opens wide to speak again. 'Welcome. I know you wish to leave this tunnel, but as you can see, the exit is blocked. I am the Gatekeeper, and you are required to answer a question. If you answer correctly, I will allow you to leave. Answer incorrectly, and I'm afraid what happens to you is down to fortune. Now tell me, how many snakes were there on the Gorgon's head?' If you know the answer, turn to that paragraph number. If you do not know the answer, turn to **138**.

### 189

The graveyard is neglected and overgrown with weeds and ivy. Some gravestones are broken, whilst others are covered with moss, their engravings hidden or eroded. You pass by three marble headstones that were laid in more recent times and are still legible. The first is that of Indigo Azgard, a pig farmer, who died at the age of forty-two. The second pays tribute to Rivera Noff, a violin maker, who was sixty-one when she died. And the third is the headstone of Velma Om-Yash, a basket weaver, who died aged forty-three. If you have not done so already, and you would like to examine the tomb, turn to **86**. If you want to walk into Hamelin, turn to **26**.



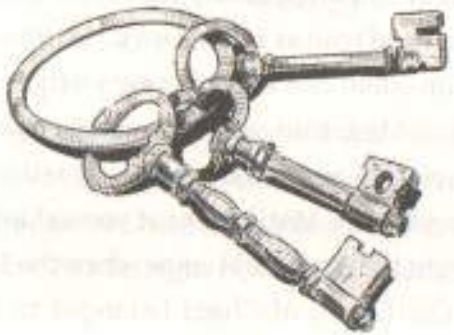
### 190

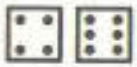
You move through the crowd to get closer to the man, who is getting more and more irritated. 'Listen to me, you fools! I've seen the Iron Giants with my own eyes. They're as tall as trees and as cruel as Demons. They have destroyed Stonebridge and now they are on their way to Hamelin. They might be slow, but they'll be here soon enough!' The onlookers continue to laugh at the man, whose face is turning red out of frustration. *Test Your Luck*. If you are Lucky, turn to **304**. If you are Unlucky, turn to **165**.



### 191

You head east, chatting excitedly with Higgly about treasure hunting. Ahead, you see the ominous fire-red peak of Firetop Mountain, its menacing steep face strewn with sharp crags of rock jutting out from it. As you approach the mountain, you see the cave entrance ahead. 'Ha! Here we are,' Higgly calls out loudly. He pulls his axe from his belt and steps into the gloom. The walls inside the cave are slimy and there are pools of dank water on the floor which give the air a musty smell. You set off down a passageway at the back of the cave and soon come to a junction. You ask Higgly which way you should go, and he replies that going left is pointless since treasure hunters have long since looted everything in that section of the mountain. You turn right and notice a small hole in the wall. You peer into the cavity, but it is too dark to see what is inside. If you want to reach into the hole, turn to **12**. If you would rather walk on, turn to **49**.





### 192

You slide the ring over your middle finger and feel a surge of energy flow through your body which makes you tremble momentarily. You have found a Ring of Healing, which heals wounds and restores your health. Add 1 SKILL point, 4 STAMINA points and 1 LUCK point. Goose says he wishes he had found the ring. You tell him he can fight the next monster and keep the loot. Turn to **395**.

### 193

Marik nods slowly, contemplating, and you can see in his eyes that he is still suspicious of you. 'I suppose you had better come in and tell me your story. Since Velma died, I've stopped seeing people, so it must be something important for you to come here.' You follow Marik inside his house and sit down opposite him at the table, on which there is a bouquet of sunflowers. You take the crown out of your backpack and place it in front of him. 'What is that?' he asks with a quizzical expression. You explain that it is all that is left of the Crown of Chaos after the warriors on the rim jumped off and rose as Iron Giants. He listens intently as you tell him about the fateful events which took place outside Firetop Mountain and how, in his dying breath, Higgly told you to find Marik, who could tell you how to defeat the Iron Giants. Marik looks at you aghast and says, 'I never thought the day would come when the Iron Giants would rise. The Crown of Chaos belonged to Zagor, the

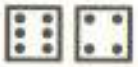


Warlock of Firetop Mountain. He kept it in a secret place with a plan to unleash the Giants and rule Allansia once he had developed a spell to control them. He never did, and the crown remained hidden inside Firetop Mountain. Until you found it! Toppling the Iron Giants will be virtually impossible unless you have Rust Beetles to weaken them. Their saliva can eat through iron, enough for you to be able to sever a giant's limb with your sword. Rust Beetles look like large scarab beetles, only they are fluorescent red in colour. The only place where they have been found is in the Gorgon's tomb in the Moonstone Hills. But that was years ago. Rumour has it she is dead, but nobody really knows. You should leave now. I must visit my wife's grave later today, but I will catch up with you tomorrow.' If you want to ask Marik if he can tell you anything else about the Gorgon's tomb, turn to **316**. If you would rather set off for the Moonstone Hills immediately, turn to **222**.



### 194

It's not long before you arrive at a four-way junction. If you want to follow the left-hand tunnel, turn to **236**. If you want to go down the right-hand tunnel, turn to **38**. If you want to carry straight on into the tunnel ahead, turn to **286**.



## 195

You feel a little sad about leaving Willow, but Rosa assures you that he will be well-fed and looked after. She ties the horse to the handrail on the jetty and invites you on to the raft. You step on board and watch her take a long wooden pole and push off from the bank. Plunging the pole into the fast-flowing water, she pushes down against the riverbed and effortlessly drives the raft across the river in just a few minutes. You jump on to the wooden jetty on the south bank and watch Rosa start her return journey. You turn and walk towards Hamelin, which you see is a small town with overhanging timber-framed houses and some taller buildings towards the centre. To your right, there are farmworkers toiling away in the fields, digging up carrots and potatoes and loading them on to carts. There is an old graveyard to your left with weathered gravestones crammed together in rows surrounding a large, vine-covered stone tomb. Will you:

| | |
|---|---|
| Look at the gravestones? | Turn to **189** |
| Examine the tomb? | Turn to **86** |
| Walk straight into Hamelin? | Turn to **26** |





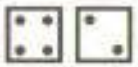
## 196

With one mighty blow, your sword cuts through the iron limb. Add 2 LUCK points. The Iron Giant staggers forward and crashes to the ground in a cloud of dust and leaves. It mouths a silent cry before coming to rest like a monstrous fallen statue. You look left, expecting to see the last Giant fall, but are horrified to see Goose being lifted into the air, trapped in a huge iron hand. Goose is hacking at the hand with his axe, but it is having no effect. You run behind the Giant and, with your sword raised, leap up to strike its ankle. Roll two dice. If you are attacking with a Vampire Sword or a Fire Sword, reduce the total by 1. If you are attacking with a Demon Sword or a Serpent Sword, reduce the total by 2. If you are attacking with a Dragon Sword or a Rune Sword, reduce the total by 3. If the total is less than or equal to your SKILL score, turn to **347**. If the total is greater than your SKILL score, turn to **24**.



## 197

The guards look at each other in astonishment. The taller one says, 'You've got quite a nerve asking for a reward! But you have solved a big problem for us, so we are going to let you take one of the gold necklaces. We'll keep the other two. Don't tell anybody. Ha, ha!' You help yourself to a necklace and head off. Turn to **386**.



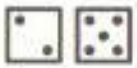


*One glance from the Gorgon could turn you to stone*



198

The door handle is made of gold in the shape of a snake. You open the door slightly and feel a cold draught of air on your face which makes you shiver. You do not hear anything, and signal to Goose to keep quiet and follow you in. You step slowly into a cold chamber, acutely aware that one glance from the Gorgon could turn you to stone. The resplendent tomb-like chamber has two rows of floor-to-ceiling fluted stone columns and is lit by glowing crystals set at intervals on the smooth stone walls. There are huge terracotta pots on the floor, and in the centre of the chamber there is an enormous white marble sarcophagus with large candles burning on wooden stands on each corner. Behind the sarcophagus you see a stone statue of a Warrior in chainmail and another of an Elf with her sword raised. You look around and see more statues, most with a look of terror on their faces. It dawns on you that these are not statues but adventurers who have been turned to stone. The silence is suddenly broken by hysterical laughter which echoes loudly around the chamber. You crouch down and see a figure step slowly out from behind one of the columns. She is wearing a long gown of gold silk adorned with jewels which sparkle brightly in the light. Her head is not covered with hair but with a mass of living snakes. It is the GORGON! She continues to laugh hysterically, her eyes darting about, trying to catch your eye. You only have seconds to act.



If you own a brass lamp, turn to **379**. If you do not own a brass lamp, turn to **251**.



### 199

You unpick the lock with ease and push the trapdoor open. You climb up the steps and find yourself in a secret room under the warehouse. There are no windows in the room. The only light comes from an amber-coloured orb hanging by a chain from the low ceiling. The room is empty apart from a black marble plinth on which stands a large Dragon made of emerald-coloured glass. You notice that the Dragon has a gold amulet hanging from its neck on a gold chain. If you want to take the amulet, turn to **71**. If you would rather leave the room and go back to the warehouse, turn to **95**.

### 200

'Excuse me for asking!' Harold retorts, looking annoyed. 'If you just want to get down to business, that's fine by me. A horse and saddle will cost you 20 Gold Pieces. Take it or leave it.' If you want to pay 20 Gold Pieces to buy a horse, turn to **305**. If you would rather turn down his offer and set off on foot again along the riverbank, turn to **6**.



### 201

In the heat of battle, you don't even see Goose's arrows flying past your head. One arrow hits the Gorgon in the shoulder, and another arrow hits her squarely in the neck. The Gorgon freezes momentarily, and Goose yells at you to strike. You seize your chance and finish her off with one mighty blow. 'I knew that would be easy,' Twixle says smugly as the Gorgon falls to the ground with her snakes still writhing round on her head. There are eighteen in total, and one by one, you watch them slowly perish. 'Now, if you don't mind, I'm going back to sleep. I've done enough for today. When you are done with saving Allansia, perhaps we could go to Port Blacksand next? Good night.' You tell Goose how you came to own the brass lamp and what good fortune it turned out to be. Goose shakes his head in disbelief. 'This must be our lucky day,' he says, smiling. Turn to **332**.



### 202

You see another shop a little further up Silver Street. The window is dirty and the goods on display are dusty and old and look to have been there for years. If you want to go in the junk shop, turn to **19**. If you want to keep on walking up the street, turn to **278**.

### 203

'You weren't watching closely enough, were you?' Carlo says with a sly grin as he turns over the card to reveal a King. 'I'm sorry, you lose. Please come back another time and try again.' Lose 1 LUCK point. You cannot believe your eyes and have the feeling that you have been tricked somehow. You decide not to waste any more time arguing with the card sharp and leave. Turn to **162**.

### 204

The Elf shakes your hand and says warmly, 'You have made an excellent purchase.' After paying him 10 Gold Pieces, you place the emerald in your pocket for safekeeping. You bid the Elf farewell and leave the jeweller's to carry on walking up the street. Turn to **158**.

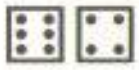
### 205

If you have a Potion of Healing, turn to **160**. If you do not have a Potion of Healing, turn to **36**.



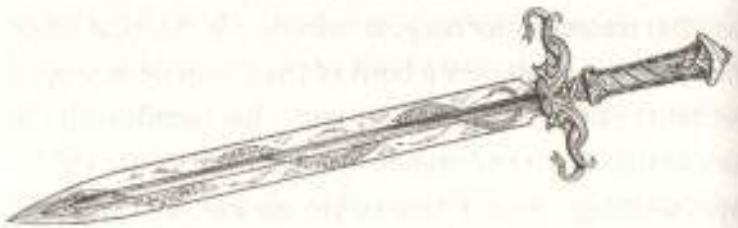
### 206

Higgly shrugs his shoulders and says, 'No hard feelings. I'm sure Gibbly will serve you well. Good luck – you'll need it.' He gets up from the table and saunters over to the bar to join the other miners. Gibbly smiles and says, 'Don't worry about grumpy old Higgly. He's just jealous. You made the right decision. When do you want to set off?' You reply that you would like to get going as soon as possible. Gibbly says that is fine with him, as he needs to be back in Anvil the day after tomorrow for his gold-mining job. You chat about your plan of action over a bowl of thick vegetable soup, a speciality of the tavern. Gibbly wipes his mouth with the back of his sleeve and stands up. 'That was delicious,' he says, belching. 'Now, I need to get my axe, backpack and water bottle from my room. If you give me 3 Gold Pieces, two for me and one to buy some climbing rope, I'll be back in under an hour.' You give him the gold coins and watch him walk out on to the street. You spend the next hour watching the Dwarfs arm wrestle and sing. As time passes, you are beginning to wonder what's happened to Gibbly when Higgly strolls over and says casually, 'You are fooling yourself if you think he's coming back. He will be down the mines by now. This is not the first time he's run off with somebody's money.' You can hardly believe what Higgly tells you. If you want to wait a bit longer for Gibbly to come back, turn to **41**. If you would rather give up on him and hire Higgly instead, turn to **128**.



### 207

You have chosen the wrong hole and your sword fails to pierce the Giant's heart. The iron beast breaks free from its bindings and strikes down with its iron fist, using the last of its chaos magic to pummel you and Goose into the ground. With its energy now spent, the Giant rolls over and falls silent. Allansia is saved, but you do not live to tell the tale. Your adventure is over.



### 208

When you reach the top of the ladder, you see another ladder on the other side of the wall and a small house in a cobblestone yard surrounded by high brick walls. The yard is filled with rubbish with rats scurrying about in search of food. There does not appear to be any other way of accessing the house other than by climbing over the wall. The house is a single-storey building with a low timber roof, small windows and a large oak door. If you want to climb over the wall and knock on the door, turn to **309**. If you would rather go back and turn left to continue walking up Hill Street, turn to **117**.



### 209

The next stall is piled high with brass and iron keys and locks. A jovial-looking man with dark hair parted in the middle and wearing a light brown tunic over a patterned shirt is sitting on a stool behind the table, trying to open a brass lock with a picklock. As you walk past, he starts singing a jolly rhyming melody without a care in the world.

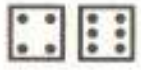
*'I like gold keys and pickles and cheese*
*I like gold keys and beans and peas*
*I like gold keys and bumblebees*
*I like gold keys and old oak trees.'*

If you have a gold key and would like to sell it to the singing salesman, turn to **346**. If you would rather walk on to the next stall, turn to **119**.



### 210

With Goose by your side, you stand by the first dragon's head and wait for the next burst of flames. As soon as the flames die down, you run as fast as you can down the tunnel. If you are wearing Elven Boots, turn to **366**. If you are not wearing Elven Boots, turn to **328**.



211

Exhausted after your river skirmish, you swim on without stopping and climb out of the water on to the grassy bank. You raise your sword in a defiant gesture to the Centaurs, who turn and gallop off to find somebody else to rob. You take off your backpack to dry yourself off and look inside it to find that nothing is missing apart from five of your Provisions, which have been washed away. Lose 2 LUCK points. The sun is beginning to drop in the late afternoon sky behind you as you set off east again, eager to reach Hamelin before nightfall. You pick up the pace when you see a small town in the distance. The dwellings are mainly overhanging timber-framed houses with some taller buildings beyond. To your right, there are farmworkers toiling away in the fields, digging up carrots and potatoes and loading them on to carts. There is an old graveyard to your left with weathered gravestones crammed together in rows surrounding a large, vine-covered stone tomb. Will you:

| | |
|---|---|
| Look at the gravestones? | Turn to **189** |
| Examine the tomb? | Turn to **86** |
| Walk straight into Hamelin? | Turn to **26** |





212

A quick search of the Gremlins' possessions yields 4 Gold Pieces, three daggers, a silver charm and two dice made of bone. You take what you need and carry on walking down the alley until it comes to a dead end. There is nothing of interest in the alley, so you decide to walk back to the junction and turn left into Hill Street. Turn to **259**.







*An old man with a pointed silver-grey beard*



**213**

You see several mystic-looking characters in colourful robes chatting together in the street. One of them is an old man with a pointed silver-grey beard, silver-grey hair held in place by a leather headband. He is wearing a long dark blue cloak which has a high stiff collar adorned with tiny astral symbols. When he sees you, he leaves his friends and walks towards you carrying a swag bag over his shoulder. When he gets close, he nods politely and, without saying a word, reaches out to hand you a shiny brass lamp with a long spout. If you want to take the lamp, turn to **291**. If you would rather refuse the gift and walk on, turn to **376**.



**214**

You manage to clip the Dragon's wing and watch it crash into the water and disappear beneath the surface. If you want to reach down into the murky depths to try to find the amulet, turn to **137**. If you would rather climb the wooden steps and leave the warehouse, turn to **172**.

### 215

You cough loudly to wake up the old man, who leaps up, looking startled. He grabs an oar and tells you not to come any closer. Will you:

| | |
|---|---|
| Ask if you can hire him to row you to Hamelin? | Turn to **257** |
| Draw your sword? | Turn to **92** |
| Apologize for waking him up and walk on? | Turn to **58** |



### 216

You enter the cave; it has a high ceiling covered in small crystals which give off an eerie green light. There is a tunnel at the back of the cave from which you can hear sickly gurgling sounds. You enter the tunnel, which opens out into a cavern where you see a grotesque creature chained to a wooden post. Wearing a ragged hooded robe, it has a bare skull and a skeletal body which is covered with grey flesh hanging loosely off it. It is a LICH and you see that it has a leather purse hanging on a leather cord around its neck. The undead creature becomes very animated when it sees you, straining violently against its chains.



The iron ring holding the chains to the post suddenly flies off, freeing the beast. It lurches forward towards you, swinging its chains from side to side. Goose fires an arrow at the Lich which lodges in its ribs but does nothing to stop it. You must fight the Lich.

| *LICH* | *SKILL 8* | *STAMINA 6* |
|---|---|---|

If you are fighting with a Vampire Sword, add 2 to your Attack Strength for each Attack Round. If you win, turn to **312**.



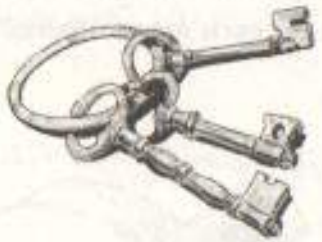
### 217

You feel dizzy and your ears are ringing painfully from the ferocity of the slap. Lose 3 STAMINA points. The crowd gasps as your legs buckle underneath you, but you just manage to stay on your feet. Turn to **150**.



### 218

Having escaped the battle unscathed, you decide to search the storeroom, which reveals nothing of interest apart from a trapdoor which was hidden under a pile of old sacks. You lift up the trapdoor and see a wooden staircase leading down to a musty-smelling cellar. If you want to go down the steps to the cellar, turn to **250**. If you would rather leave the warehouse and walk on, turn to **172**.



### 219

You walk slowly up to the gate with your eyes fixed on the bull-masked beast. You carefully lift the latch and push the gate open. You walk through it, almost touching the beast's outstretched arm, when it suddenly lets out a blood-curdling roar. Opening the gate has released a beast which has the strength of a bull and attacks you with its long, sharp claws.

*GUARDIAN OF THE GATE* SKILL 9 STAMINA 9

If you win, turn to **91**.



### 220

You jump down from your horse and untie the unfortunate adventurer. He thanks you over and over again. 'Those greasy Goblins stole everything. I have nothing to reward you with except for this lucky charm,' Victor says, pulling a wooden button off his waistcoat and handing it to you. You see it is carved in the shape of a clover leaf. The button is a magic charm which you can use once to make you automatically Lucky if you choose to use it instead of Testing Your Luck. You thank Victor for the gift and offer him a ride on the back of your horse to Hamelin, but he says that he must get to the Moonstone Hills as soon as possible. You bid him farewell and gallop off. Turn to **134**.





### 221

Goose is in a lot of pain, and you have difficulty in getting him to his feet. Supporting him with his arm around your shoulders, you half carry, half drag him in pursuit of the Giant as it strides away. A few minutes later, Goose says he cannot walk any further and asks to stop. You sit him down on a log and tell him you will be back for him soon. You chase after the Giant but run straight into a swarm of FIRE WASPS and are stung many times over. Lose 2 STAMINA points. You keep on running until you finally catch up with the Giant and successfully attach a Rust Beetle to its ankle. You walk back to find Goose holding a bunch of leaves against his head. He looks relieved to see you and says, 'I found some Gompi leaves which have cured my headache. I'm ready for battle again.' You set off east, secure in the knowledge that the Rust Beetles are eating away at the Iron Giants. You follow them from a safe distance behind, wondering how long it will be before their ankles start to give way. Turn to **174**.

### 222

You feel very fortunate to have met Marik Om-Yash and learnt how to defeat the Iron Giants. Add 2 LUCK points. Inspired by the meeting, you hurry back down Dead End Alley and turn left at the clockmaker's to walk further up Hill Street. Turn to **103**.



### 223

Ruby smiles and thanks you for the Gold Piece. She tips her head slightly to one side and says in a soft voice, 'When my brother was eighteen, my sister was half his age. My brother is now thirty-four. How old is my sister?' If you know the age of Ruby's sister, turn to that paragraph number. If you do not know the answer, turn to **181**.



### 224

You run as fast as you can, but do not get past the dragon heads before more flames shoot out from their mouths. Lose 1 SKILL point and 6 STAMINA points. If you are still alive, turn to **120**.

### 225

You feel something square and metallic and lift it out of the water. It is a money box which contains 6 Gold Pieces. Add 1 LUCK point. You walk on and climb up the wooden steps to leave the warehouse. Turn to **172**.



### 226

Your sword strikes home, extinguishing the last sparks of chaos energy powering its iron heart. There is a bright flash which quickly flickers out, and the Iron Giant collapses and comes to rest. Silence returns, and you turn to Goose, desperate to know if he survived the fall. *Test Your Luck*. If you are Lucky, turn to **254**. If you are Unlucky, turn to **20**.

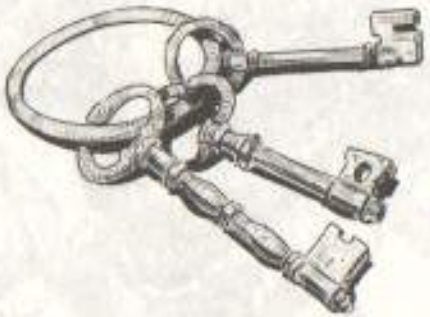


### 227

The blow from your sword has the devastating effect of severing the Giant's iron limb. You watch the Iron Giant stagger forward, leaving its left foot behind. It stumbles, wavers off balance for a moment, and falls with a deafening crash to the ground, flattening all the trees nearby. It tries to stand up but topples over and falls silent. You hear the loud sound of creaking metal and splintering trees as another giant falls to the ground, taken down by Goose, who shouts out triumphantly. You move on to the next Giant and see that the hole in its ankle is even bigger than the one on the first Giant. You breathe in deeply and charge forward with your sword raised and leap up to strike

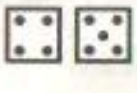


its ankle. Roll two dice. If you are attacking with a Vampire Sword or a Fire Sword, reduce the total by 1. If you are attacking with a Demon Sword or a Serpent Sword, reduce the total by 2. If you are attacking with a Dragon Sword or a Rune Sword, reduce the total by 3. If the total is less than or equal to your SKILL score, turn to **196**. If the total is greater than your SKILL score, turn to **50**.



### 228

You wake up an hour later and sit up, trying to gather your thoughts. The fever has passed but you feel very weak and disoriented. Lose 2 SKILL points. You stand up and decide to search the storeroom, which reveals nothing of interest apart from a trapdoor which was hidden by a pile of old sacks. You lift it up and see a wooden staircase leading down to a musty-smelling cellar. If you want to go down the steps to the cellar, turn to **250**. If you would rather leave the warehouse and walk on, turn to **172**.





*One of the nearby boulders is a sleeping monster!*



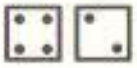
**229**

The pebble flies out of the stone circle and lands on a patch of scrubland, which triggers a magic trap. One of the nearby boulders is a sleeping monster! It stirs slowly into action, unfolding its massive stone limbs and rising up on two gigantic stone legs. Its arms are even longer than its legs and end in two enormous stone fists with blunt knuckles which touch the ground. The monster's head is oddly small, with tiny eyes and a wide mouth full of chiselled stone teeth. You have woken a STONE GOLEM which stomps forward to bludgeon you with its gargantuan fists. Goose lets loose an arrow at the monster, but it simply ricochets off its stone chest. If you have a war hammer, turn to **88**. If you do not have a war hammer, turn to **385**.



**230**

Much to your relief, Bonehead fails to find the secret compartment inside your backpack. He throws it back at you and tells you to be on your way. You waste no time and walk quickly away. Turn to **386**.



### 231

You reach into your pocket and pull out the gold key. When Wilbur sees the number 3 etched on the head of the key, he can hardly contain himself. He rubs his eyes theatrically before thrusting his arms in the air. 'Yes!' he shouts at the top of his voice. 'It's the missing key. I'll buy it! Are you willing to accept 20 Gold Pieces for it?' Will you:

| | |
|---|---|
| Sell the key to him for 20 Gold Pieces? | Turn to **70** |
| Demand 30 Gold Pieces for the key? | Turn to **102** |
| Change your mind about selling the key and walk on to the next stall? | Turn to **119** |

### 232

Pudding Lane turns sharply right, and around the corner you see a young woman who is no more than a metre tall drinking from a water fountain. The spout is shaped like a Unicorn's head with a shiny brass horn which she is pulling to make the water flow out of the Unicorn's mouth. Her green feathered cap, green cloak and green shoes would suggest she is a Leprechaun, who are known for their mischief. On seeing you, she stops drinking and says in a friendly voice, 'Hello. My name is Gabby Greenshoes. I bring good fortune to those who seek it – providing they pay me 1 Gold Piece, of course!' If you want to pay her 1 Gold Piece to find out what fortune she may bring you, turn to **113**. If you would rather carry on walking up the lane, turn to **338**.



### 233

Goose breathes a sigh of relief when he sees that the deadly venom in Cobrax's bite has no effect on you. The amulet has saved you. Add 1 LUCK point. You search the chamber and find 100 Gold Pieces in a vase which you share equally with Goose, who can hardly believe his luck. You walk to the back of the chamber, where there is a gilt-edged, bronze door. Turn to **198**.

### 234

You continue east, marching briskly across the Pagan Plains, and by late morning the formidable sight of Firetop Mountain looms in front of you, with its steep face and trademark red moss covering its peak. Ahead, you see a bearded man walking slowly towards you wearing a brown tunic, his face partly hidden by a hood. He is carrying a long leather case strapped to his back. You call out to him, but he ignores you. You call out again and he stops to look at you with an annoyed expression on his face. He puts down his leather case and places his hand on the axe tucked into his belt. 'What do you want?' he asks in a gruff voice. You reply that you are looking to buy a sword. 'Well, you are very fortunate because I have a sword for sale. I was on my way to sell it in Anvil. It's a Storm Sword. Give me 5 Gold Pieces and it's yours. It will save me the walk.' He picks up the case, opens it and invites you to take hold of the sword to see if it's to your liking. The sword is heavy



but well balanced. You cut it swiftly through the air when suddenly a dark cloud forms overhead. A lightning bolt shoots down from the sky, striking the raised sword with a blinding flash and, unfortunately for you, with fatal consequences. You have fallen foul of the bandit known as the Frazzler. He takes your gold and, holding the blade with a leather glove, carefully puts the Storm Sword back in its case, ready to find another victim. Your adventure is over.



**235**

Goose shakes his head in disappointment. 'Now what are we going to do?' he says glumly. You reply that you have no option but to go back to Hamelin and find a key which might fit the lock or a picklock. It takes a long time to retrace your steps and fight your way out of the tunnels. You finally step out into the daylight, exhausted from your toils. 'Look!' shouts Goose, pointing towards Hamelin. 'The Iron Giants!' In the far distance you watch soldiers on horseback ride out of Hamelin and gallop towards the Giants. You watch on in horror as the Giants swat them away like flies and continue their march on Hamelin, crashing through the stone archway as though it wasn't there. They forge on, destroying every building in their path. There is nothing you can do to save Allansia. You have failed your quest. Your adventure is over.



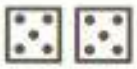
**236**

The tunnel continues straight on, and you walk along it some distance before noticing a slight incline in the floor which gets gradually steeper. Goose is half a step ahead of you, chatting away merrily, when he suddenly stops in his tracks and looks down. A stone slab in the floor has dropped down slightly under his weight. You immediately hear a rumbling sound in the distance. 'Run for it!' screams Goose as a huge boulder comes into view, rolling towards you at speed. You turn and run as fast as you can as the boulder thunders down the tunnel. If you are wearing Elven Boots, turn to **40**. If you are not wearing Elven Boots, turn to **157**.



**237**

You walk up to the counter, where a thin man with long hair and a scraggy beard is frantically scratching himself all over. He looks at you and says, 'You must be desperate to come in here! Can't you find somewhere better? You are very welcome to stay here tonight for 1 Gold Piece, but don't blame me if you are itching in the morning!' If you want to spend a night at the Flea Pit, turn to **283**. If you would rather leave immediately and carry on walking up the Crown Street, turn to **315**.



### 238

The hours pass as you shout out random numbers, but to no avail. Goose gets frustrated and starts firing arrows at the numbers on the wall, but the arrows simply break on impact. You tell him you have no option but to walk back to the stone throne. When you reach the other end of the tunnel you are alarmed to see a blank stone wall. The throne is no longer there. It has swung back into the other tunnel. You realize with horror that you are trapped inside the tunnel and there is no way to escape. Your adventure is over.

### 239

With the hideous Leech detached from your leg, you turn to examine the trapdoor at the top of the steps. You see it is fastened by a strong iron lock. If you have an iron key, turn to **350**. If you do not have an iron key but own a picklock, turn to **199**. If you do not have an iron key or a picklock, turn to **266**.

### 240

You shake your head and see the anguish on Goose's face. He begins to scream in pain, which only makes the Screaming Demon screech louder. The pain in your head becomes unbearable and you drop to the floor and pass out. You are mercifully unconscious when the Demon's long tendril slides into your mouth to drain the life force from your body. Your adventure is over.



### 241

You run down the riverbank and dive into the cold waters just as the Centaurs are about to close in on you. They do not follow you into the river but watch on jeering and banging their weapons against their shields. You swim as fast as you can and notice a disturbance in the water as something glides under the surface towards you. *Test Your Luck*. If you are Lucky, turn to **301**. If you are Unlucky, turn to **45**.



### 242

The pain continues to get worse as the poison spreads through your body. You break out in a sweat and cannot stop shaking as a deadly fever takes hold of your body. Goose gives you water, but there is nothing he can do to save you from the effects of the Snake Lord's deadly bite. Your adventure ends here.

### 243

The taller guard looks at you sternly and says, 'It's tails! We don't believe you.' The other guard examines the three Trolls on the ground and says, 'I recognize these thugs by their gold necklaces. They're the Snark Brothers. They have robbed a lot of people recently, although that's no reason for you to attack them. But all things considered, you have done Hamelin a favour, so we are not going to arrest you. I suggest you get going before we change our minds.' If you want to tell the guards that you deserve one of the gold necklaces for your trouble, turn to **197**. If you want to walk off and leave them to it, turn to **386**.



### 244

The clockmaker frowns and says, 'Why didn't you say that in the first place? Why were you trying to deceive me? I'm not sure I can trust you. I need evidence to convince me you are telling me the truth. If you are a friend of Marik, tell me the name of his wife who sadly died last year.' If you want to reply her name is Vilma, turn to **5**. If you want to reply her name is Velma, turn to **186**.



### 245

There is a lot of junk on the tray, including an empty bottle, a clay nose, a glass eye, a bent spoon and a box of dead cockroaches. But you also see some interesting items such as an hourglass, an iron key, a picklock, a pair of leather gloves, a brass bell, a large fishhook, a small jug, a copper ring and a miniature bronze sundial. After deciding which five items to buy, you pay the boy 2 Gold Pieces and place your purchases in your backpack. The boy thanks you and says, 'You can buy everything else I've got left for 3 Gold Pieces if you want.' You make your decision, bid him farewell, and carry on walking up the lane. Turn to **43**.

### 246

You reach up just as the Giant lifts its iron foot, which catches you painfully in the ribs and sends you crashing to the ground gasping for air. Lose 1 SKILL point and 8 STAMINA points. If you are still alive, turn to **205**.





*She points at a small ceramic money box*



247

Higgly leads you through the back streets of Anvil before turning down a narrow alleyway. You grip the hilt of your sword, wary that he might be leading you into a trap. But your fears are quickly allayed when you arrive outside a small house at the end of the alleyway which has a door with the words 'Mystic Mary' on the nameplate. Higgly opens the door and walks in without waiting to be asked. You follow him inside a small room, where you see a young woman with long black hair sitting in a rocking chair and stroking a black cat on her lap in front of an open fireplace. She is wearing a long black dress and has a red shawl wrapped around her neck. She looks at you out of the corner of her eyes and with the hint of a smile says, 'Welcome. I believe you are here to seek my words of wisdom regarding a quest you are about to embark on. If that is indeed the case, please drop 1 Gold Piece into my little friend here.' She points at a small ceramic money box on a small round-topped tripod table next to her. It is in the shape of a pig with a coin slot on its back. If you want to put 1 Gold Piece in her money box, turn to **112**. If you would rather save your gold and leave Anvil to begin your treasure quest, turn to **191**.





**248**

You reach behind you to grab the Gremlin around his neck, but before you can throw him over your shoulder, his accomplice stabs you in the leg. Lose 2 STAMINA points. You finally manage to throw the Gremlin off your back and now you must fight the three of them one at a time.

| | | |
|---|---|---|
| *First GREMLIN* | *SKILL 4* | *STAMINA 4* |
| *Second GREMLIN* | *SKILL 4* | *STAMINA 3* |
| *Third GREMLIN* | *SKILL 5* | *STAMINA 3* |

If you win, turn to **212**.

**249**

You tell Goose that you are shocked to hear that Stonebridge has been destroyed and tell him everything that happened to you since the Iron Giants rose up outside the entrance to Firetop Mountain. You explain that you are now on a mission to find Rust Beetles in the Gorgon's tomb in the Moonstone Hills before facing the Iron Giants. His eyes widen at the mention of the Gorgon's tomb. 'Let me come with you. I'm the best archer in Allansia, and you are going to need a Ranger like me to help you find the tomb.' If you want to invite Goose to join you on your quest, turn to **353**. If you would rather politely refuse his offer and set off on your own, turn to **270**.



**250**

When you walk down the wooden staircase, you see that the cellar is flooded. There is rotting food and dead mice floating in the dark, stagnant water, which smells like blocked drains. You see stone steps at the far end of the cellar which lead up to another trapdoor. If you want to wade through the filthy water over to the steps, turn to **107**. If you would rather leave the warehouse and walk on, turn to **172**.

**251**

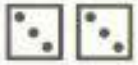
Goose looks at you with fear in his eyes. If you possess a shield, turn to **355**. If you do not have a shield, turn to **182**.



**252**

You look around to see if there is anybody at the fair who stands out from the crowd that might be able to tell you where Marik Om-Yash lives, but realize it is pointless. Will you:

| | |
|---|---|
| Watch the entertainers and sideshows? | Turn to **396** |
| Look at the vendors' stalls? | Turn to **317** |
| Walk over to the tents? | Turn to **136** |



### 253

Marik looks at you impatiently, waiting for you to answer him. If you want to reply that you met Harold at his log cabin, where he told you the sad story about Marik's wife, turn to **129**. If you want to reply that you met Harold at the Hamelin Fair, turn to **21**.

### 254

When you reach Goose, you find him still lying motionless, face down near a large bush. But luckily, despite falling from a great height, the bush cushioned his fall, and he has not broken any bones. You help him sit up and see that he is in pain. 'Did we get them all?' he asks, grimacing. You tell him that all four Iron Giants have been toppled. 'I bet those fools in Hamelin won't believe us,' he says, trying to grin. Turn to **400**.

### 255

You see a dragon-headed silver medallion around the man's neck, which causes a shiver to run down your spine. You run into his house and see the names Marik and Velma Om-Yash carved on the wood beam above the fireplace. The stark realization of what you have done begins to sink in. You have slain perhaps the only person who could have helped you defeat the Iron Giants. Despite still not knowing how to defeat them, you feel you owe it to Marik to fight the Iron Giants. You buy a horse and



ride west. As the sun is beginning to set, you see the four Giants on the horizon marching in a line just north of Darkwood Forest, crushing everything underfoot. When you are close, you dismount and charge into battle with your sword held high. One of the Giants reaches down and scoops you up in its huge iron hand before you have even landed a single blow. You feel the life being crushed out of you and pass out. You have failed to save Allansia. Your adventure is over.

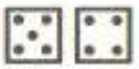


### 256

In the gloom of the tunnel, you do not notice a tripwire that spans the width of the passageway at ankle height. You inadvertently trip over it and trigger a trap. *Test Your Luck*. If you are Lucky, turn to **13**. If you are Unlucky, turn to **108**.

### 257

The old man relaxes and says, 'Hamelin is far too far away for me to row to. In the old days, I used to run a ferry service across an underground river inside Firetop Mountain, but people stopped coming. I've retired now, but I'll sell you my boat if that is of interest? Pay me 5 Gold Pieces and it's yours!' If you want to buy the ferryman's rowing boat, turn to **360**. If you would rather decline his offer and walk on, turn to **58**.



### 258

You stride forward, gripping your sword tightly, and get into position behind the Iron Giant. There is a reddish-brown patch around a large hole on the back of the Giant's ankle where flakes of rusty iron are breaking off. You raise your sword and leap up to strike its weakened ankle. Roll two dice and add 6 to the total for your sword. If the total is 10 or greater, turn to **227**. If the total is less than 10, turn to **374**.



### 259

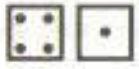
Hill Street has an incline which is quite noticeable as you walk up it. Ahead, you see a horse and cart near the top of the hill where two men are unloading barrels outside a tavern. When they have finished unloading, one of them leads the horse over to a water trough to drink. Something spooks the horse and it kicks out its hind legs, hitting one of the barrels. It topples over, knocking over others, and they all begin to roll down the hill. There is nowhere to take refuge and you will have to try to sidestep them. Roll two dice. If the number rolled is less than or equal to your SKILL score, turn to **23**. If the number rolled is greater than your SKILL score, turn to **290**.



### 260

The Dwarfs watch on as you open the box to find a small jug with a ceramic black fly at the bottom of it. You feel like giving it back to them but place it in your backpack in case it might come in useful. 'We hope you are pleased with your jug,' one of them says encouragingly. Unfortunately, the Bug Jug brings bad luck to its owner. Lose 2 LUCK points. If you want to pay 1 Gold Piece to have another go at the Lucky Dip, turn to **342**. If not, and you have not done so already, you may either walk over to the tents (turn to **136**) or look at the entertainers and sideshows (turn to **396**). Alternatively, you may leave the fair via Brass Street at the far end of the square. Turn to **330**.





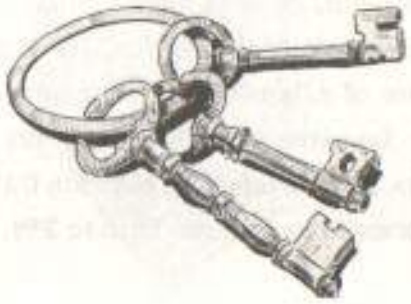


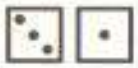
*His clothing is torn and blood-stained*



261

When you walk through the shop entrance, you hear a high-pitched cackling laugh and see it is coming from a dancing clown puppet in a glass cabinet near the door. The walls of the shop are decorated with colourful swirling patterns. At the back of the shop there is a glass counter filled with phials, bottles, stoppered jars, amulets, bracelets, rings and scrolls, and in the centre, a marble statue of a Wizard who is holding a staff in one hand and a scroll in the other. Behind the counter there is a gold satin curtain drawn across a doorway. The curtain is suddenly pulled to one side by a thin hand covered in angry sores. A grey-skinned man with sunken eyes and rotting flesh shuffles through the doorway. His clothing is torn and blood-stained, and you see that he has a huge open wound in his abdomen which is crawling with maggots. There is no mistaking the ZOMBIE which stands before you. If you want to attack the undead creature with your sword, turn to **56**. If you want to leave the shop immediately, turn to **390**.





## 262

You show Hogget the Crown of Chaos and tell him how you came to find it in Firetop Mountain, and how the Iron Giants rose up and headed west. You tell him what Higgly had said before he died about you having to find Marik Om-Yash, but that you didn't know why you should find him or exactly where to find him. Hogget looks at you in shock and says, 'The Iron Giants have risen? This is disastrous news. Had he lived, poor Higgly would have told you that Marik is one of only a handful of people in Allansia who know how to defeat an Iron Giant. What Higgly didn't know is that ever since his wife, Velma, died, Marik has lived as a recluse in Hamelin. He refuses to see anybody these days. I met him years ago when we fought shoulder to shoulder against the Lizard Men in the Battle of Fire Island, and we became blood brothers. But if you wear this, I know he will speak to you.' Hogget takes off his chain necklace and hands it to you. There is a silver medallion hanging from it with a dragon's head engraved on the face. 'Show him the medallion and tell him Harold Hogget says hello,' he says calmly. 'Marik will likely be wearing the same medallion. Now, you must be on your way. The fate of Allansia is in your hands. There is no time to lose. Save your gold. Please take my horse with my compliments. I would join you, but I am frail and have my dogs and horses to look after.' Turn to **344**.



## 263

You hurry down Dead End Alley to where it ends at a high wall. There is a ladder leaning against the right-hand wall. If you want to climb up the ladder, turn to **208**. If you would rather go back and turn left to continue walking up Hill Street, turn to **117**.

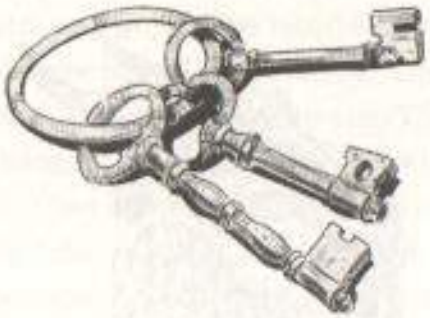
## 264

As soon as you touch the orb, an image of a human skull appears inside it with the purple gas swirling in and out of its eye sockets and open mouth. 'Who would leave the Gorgon's tomb?' a deep voice calls out from nowhere. If you want to answer with your own name, turn to **188**. If you want to answer with a made-up name, turn to **362**.



### 265

You watch the coin spin through the air and land on the ground. It bounces once before coming to rest. 'Heads!' Jorgan shouts out with gusto. Your guess was wrong. Lose 1 LUCK point. He points at the Ogre and says, 'You shall slap first.' He turns to you and says, 'Contestant, place your hands behind your back and present your face to be walloped.' As you get into position, the Ogre snorts and spits on the floor and looks at you with contempt. He pulls his arm back and swings it as hard as he can to land a vicious blow against your face with his huge hand. Roll two dice. If the total rolled is 2–6, turn to **156**. If the total rolled is 7–9, turn to **217**. If the total rolled is 10–12, turn to **76**.



### 266

You try hacking at the lock with your sword, but it is too strong to break open. There is nothing you can do but go back upstairs to the warehouse. Turn to **95**.

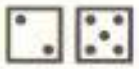


### 267

Thick green liquid squirts out of the Demon's tendrils as it writhes around on the floor in its death throes. You do not stay to watch its final moments and stride off down the tunnel with Goose alongside you, poking his ears, frantically trying to remove the Goblin Earwax. 'It stinks!' he shouts, grimacing. The tunnel finally comes to a dead end where there is a large throne made of stone set against the wall; it has arms carved in the shape of the Demon's tendrils. If you want to sit on the Demon's throne, turn to **370**. If you want to go back to the junction and walk down the tunnel directly opposite, turn to **80**. If you want to walk back to the junction and turn right, turn to **286**.

### 268

You pull your hood down to take a look around and catch sight of a familiar figure standing next to a silk merchant's stall. It's Dunbar Lapp! Unfortunately, he sees you and raises the alarm. He points at you and shouts, 'The robber is back! Call the guard!' You are immediately surrounded by a crowd of people who begin pushing you from one person to the other. Armed only with a broken sword, you know fighting them would be foolish. Minutes later a guard arrives on horseback. It's the same fierce-looking woman who dragged you through the streets earlier. She looks at you and says in a stern voice, 'I told you never to return and I meant it. Your punishment will be two years' solitary in the dungeon.' Your adventure is over.



### 269

You just manage to jump over the pit, but land badly, injuring the wrist of your sword arm. Lose 1 SKILL point and 2 STAMINA points. Goose calls out to the angry Zombies, who lurch towards you with outstretched arms. One by one, they tumble down into the pit, oblivious to the danger. Goose cheers when the last one stumbles over the edge and says he is relieved to see you looking like your normal human self again. You jump back over the pit and enter the Zombie cave which smells so disgusting that you have to hold your nose. If you want to search the cave, turn to **163**. If you want to walk to the iron-barred door at the back of the cave, which opens into another tunnel, turn to **383**.



### 270

You leave Hamelin certain that you will find a way to defeat the Iron Giants. You walk out of town, passing field workers and farmers. Ahead, you see a man sitting on a wooden box. Behind him, there is a horse tied to a tree. When he sees you, he calls out, and asks if you would like to buy his horse. He says it was left to him by his uncle, but he has no use for it, so he is selling it for 3 Gold Pieces. If you want to buy the horse and ride west to find the Iron Giants, turn to **48**. If you would rather ignore the man and head south to the Moonstone Hills, turn to **184**.



### 271

After handing the florist 3 Gold Pieces, you watch her carefully tie string around a big bunch of sunflowers. She thanks you for your custom and turns to serve the next customer, who is a tall Elf who wants to buy some lotus flowers. You leave them to it and walk on to the next stall. Turn to **141**.



### 272

With your eyes fixed firmly on the bull-masked beast, you tiptoe as quietly as possible to the other side of the room. Goose follows with his bow drawn and you slip unnoticed through the doorway and into the passageway with a great sense of relief. Turn to **91**.

### 273

You extend your hand towards the man in the hooded cloak and say, 'Marik Om-Yash, I presume. Harold says hello!' He pulls back his hood and shakes your hand, saying, 'Any friend of Harold Hogget is a friend of mine. How do you know Harold?' If you are wearing a silver medallion with a dragon's head etched on it, turn to **64**. If you do not have this medallion, turn to **253**.



### 274

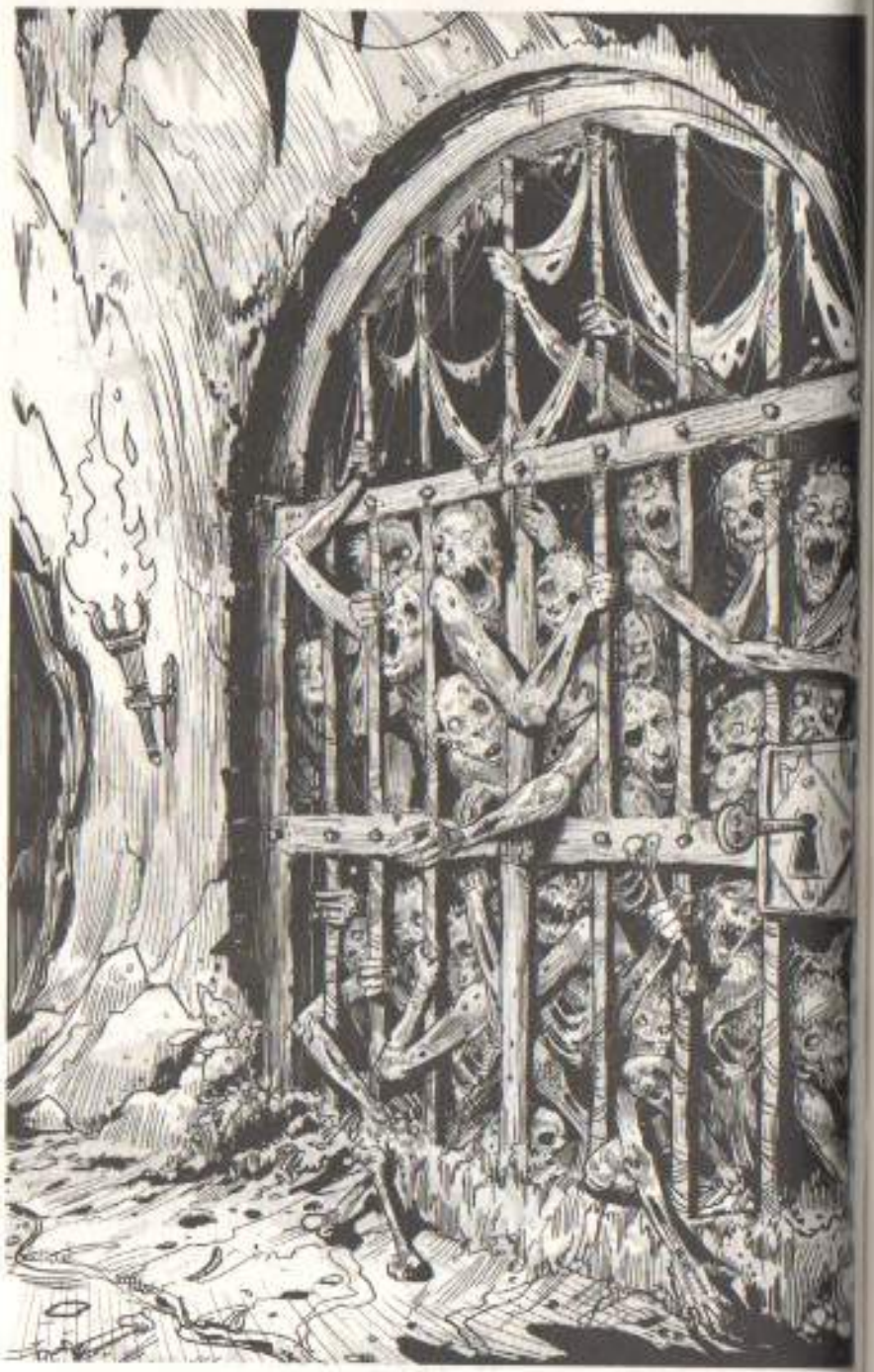
You have chosen the right hole, but was your blow strong enough to pierce the Iron Giant's heart? Roll two dice and add your SKILL score. If you are attacking with a Vampire Sword or a Fire Sword, add 1 to the total. If you are attacking with a Demon Sword or a Serpent Sword, add 2 to the total. If you are attacking with a Dragon Sword or a Rune Sword, add 3 to the total. If the total is 16 or more, turn to **226**. If it is lower, you fail to hit its heart. The Iron Giant breaks free from its bindings and strikes down with its iron fist, pummelling you and Goose into the ground with the last of its chaos magic. Your adventure is over.



### 275

The Elf looks delighted and says, 'Please place your ruby on the tray on top of the counter.' You do as he says and watch him pick up the ruby and examine it closely through a magnifying glass. After a while he says, 'I'm sorry to tell you this, but your ruby is a fake. It is coloured glass and is virtually worthless. The most I could offer you for it would be two Copper Pieces.' If you still want to sell it to him, turn to **33**. If you have not done so already, you may refuse his offer and ask to buy an emerald (turn to **373**). If you want to turn down his offer and carry on walking up the street, turn to **158**.





*Undead creatures with pallid faces*



276

You soon arrive at a pit which spans the tunnel. Goose drops a stone into the dark depths of the pit, and it takes a few seconds for it to hit the bottom. The pit is not very wide across, and with a running jump, you are both able to jump over it with ease. You walk on and become aware of sickly gurgling sounds echoing down the tunnel. It's not long before you arrive at an iron-barred door which has a key in the lock. On the other side of the door, you see undead creatures with pallid faces and rotting flesh pressed against the bars, their skeletal arms reaching through, most with broken bones and missing fingers. You have arrived at a cave full of ZOMBIES who are raging with anger. If you are wearing a Ring of the Zombies, turn to **66**. If you do not possess this item, turn to **135**.





### 277

You pull back the tent flap and see a tall man with a ponytail standing behind a small table with a green baize top on which three playing cards are lying face up. He is wearing a green woollen jacket over a white shirt which is open at the neck. You immediately notice the thick gold chain necklace hanging around his neck. As soon as he sees you, he throws out his arms and says, 'Welcome! My name is Carlo. I sense you have an eagle eye and are ready to play *Find the Lady*! On the table you see three playing cards – a Queen all alone between two Kings. Now, I'm going to slowly turn them over face down, and all you have to do is tell me which card is the Queen. What could be easier than that? It's just 1 Gold Piece to have a guess and if you *find the lady*, you'll win 10 Gold Pieces. Are you ready?' You keep a close eye on the Queen as you watch the man turn over the three cards. If you want to play his game, turn to **106**. If you want to leave, turn to **89**.



### 278

Silver Street ends at a junction with two narrow alleyways. If you want to turn left into Blind Alley, turn to **319**. If you want to turn right into Back Alley, turn to **380**. If you want to cross over into Hill Street, turn to **259**.



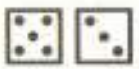
### 279

The Giant is enraged and stamps its foot down hard, which makes the ground shake. You manage to stay on your feet and strike the Iron Giant a second time with your sword. Turn to **227**.



### 280

You jump down from your horse and hand Rosa 10 Gold Pieces, which she tucks into a leather pouch on her belt. 'All aboard!' she says enthusiastically. Taking Willow's reins, Rosa gently leads the horse on to the log raft, which starts to rock from side to side. Willow whinnies loudly, rears up on his hind legs and jumps back on to the riverbank. Before you can grab hold of the reins, he gallops off at high speed back towards Harold Hogget's. You whistle loudly, but Willow ignores you and is soon out of sight. Lose 1 LUCK point. 'That was unfortunate,' Rosa says without any sympathy in her voice. 'You might as well jump on board because I'm not giving you your money back.' You step on to the raft and watch Rosa take a long wooden pole and push off from the bank. Plunging the pole



into the fast-flowing water, she pushes down against the riverbed and effortlessly drives the raft across the river in just a few minutes. You jump on to the wooden jetty on the south bank and watch Rosa go back without so much as a goodbye. You shrug your shoulders and walk towards Hamelin, which you see is a small town with overhanging timber-framed houses and some taller buildings beyond.

To your right, there are farmworkers toiling away in the fields, digging up carrots and potatoes and loading them on to carts. There is an old graveyard to your left with weathered gravestones crammed together in rows surrounding a large, vine-covered stone tomb. Will you:

| | |
|---|---|
| Look at the gravestones? | Turn to **189** |
| Examine the tomb? | Turn to **86** |
| Walk straight into Hamelin? | Turn to **26** |



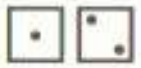


**281**

Goose rushes over to shake your hand for defeating the Golem and says, 'I thought you were going to be crushed at one point in the battle, but smashing its toes was a brilliant move. It was funny to watch the Golem fall over. Next time I'll bring magic arrows with me!' You tell Goose that Golems are servants of powerful beings and maybe the Gorgon was its master. You tell him to keep his eyes open, as you must be going in the right direction to reach the entrance to the Gorgon's tomb. Add 1 LUCK point and turn to **11**.

**282**

Your foot catches the leading Zombie's leg, which sends it crashing to the ground. The ones behind are forced to scramble over the flailing Zombie, which gives Goose just enough time to stand up and jump over the pit. Safely on the other side, he calls out to the chasing pack, who lurch after him with outstretched arms. One by one, they tumble down into the pit, oblivious to the danger. Goose cheers when the last one stumbles over the edge. He says he is relieved to see you looking your normal human self again and jumps back over the pit to join you. You enter the Zombie cave, which smells so disgusting that you are forced to hold your nose. If you want to search the cave, turn to **163**. If you want to open the iron-barred door at the back of the cave which leads to another tunnel, turn to **383**.



### 283

The man behind the counter hands you a brass key and tells you that your room is number 4 on the first floor. You pay him 1 Gold Piece and climb the rickety stairs to enter room 4 and lock it behind you. There is a straw mattress at the back of the room and a small table with a chair tucked under it set against the wall on your left. A small skylight lets in what's left of the dying light. Not wishing to catch fleas, you decide to sleep in the chair, resting your head in your arms on the table. You have a very uncomfortable night and wake up several times, including one time when you hear somebody trying to open the door. In the morning you discover your ankles are covered in itchy red bites. Lose 1 STAMINA point and 1 LUCK point. You decide not to stay in the Flea Pit a minute longer. You leave the hostel and turn left, determined to find Marik Om-Yash. Turn to **364**.

### 284

You run up behind the Giant and leap up to place the Rust Beetle on its ankle. The Iron Giant is aware of your presence and brushes you away like a fly. You land heavily on the ground, injuring your back. Lose 2 SKILL points and 2 STAMINA points. You are in considerable pain, but you manage to sit up to see that the Rust Beetle is still attached to the Giant's ankle as it strides slowly away. Add 1 LUCK point. You walk slowly back to Goose to find him holding a

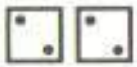


bunch of leaves against his head. He looks relieved to see you and says, 'I found some Gompi leaves which have cured my headache. What happened to you?' You explain what happened and set off in pursuit of the Iron Giants, secure in the knowledge that all four of the gargantuan beasts are being eaten away by Rust Beetles. You follow them from a safe distance behind, wondering how long it will be before their ankles start to give way. Turn to **174**.



### 285

The delicious smell of freshly baked cakes fills your nostrils as you walk down the lane. The rich aroma is coming from the open door of a small cake shop on the left which is nestled between a cheese shop and a greengrocer. You look inside the shop and see a little old lady who is wearing a white apron. She is standing behind a glass counter which is filled with cakes, pastries, fruit tarts and cream pies. 'I haven't seen you in my shop before. Please come in and taste my blueberry pie. I've just taken it out of the oven,' the old lady says warmly, offering you a slice of pie on a plate. If you want to eat the pie, turn to **39**. If you would rather politely decline and bid her farewell, turn to **232**.





*Plumes of smoke are drifting out of their nostrils*



**286**

You enter the new tunnel and keep walking until you come to a wooden lever which is protruding from a slot in the right-hand wall. Beyond the lever, there is a row of dragon heads carved in stone lining both sides of the tunnel wall. Their mouths are hanging open and plumes of smoke are drifting out of their nostrils. If you want to pull down on the lever, turn to **170**. If you would rather walk on without touching the lever, turn to **325**.

**287**

You breathe in deeply and slowly place the crown on your head. 'Do you feel anything?' Higgly asks. You shake your head in reply. Higgly lifts the velvet cushion out of the chest in the hope of finding more treasure, but there is nothing else inside. 'We might as well take these gems,' he says, drawing his dagger. Whilst he is prising the ruby out of the eye socket you suddenly feel the rim of the crown tighten around your head. You try to take it off, but it tightens even more. You feel a sharp pain in your head, which quickly intensifies. Higgly looks worried and urges you to leave the chamber. You manage to climb out of the pit and stagger outside clutching your head before collapsing on the ground. All you can see is the blurred image of Higgly trying to pull the crown off your head. But there is nothing he can do to save you. Your adventure is over.

### 288

Goose asks if you have a picklock. If you do own a picklock, turn to **326**. If you do not own a picklock, turn to **235**.

### 289

Luckily for you, the Giant Rats are not carrying a deadly disease. You decide to search the storeroom, which reveals nothing of interest apart from a trapdoor which was hidden by a pile of old sacks. You lift it up and see a wooden staircase leading down to a musty-smelling cellar. If you want to go down to the cellar, turn to **250**. If you would rather leave the warehouse and walk on, turn to **172**.

### 290

The barrels roll down the hill towards you, virtually in a line, gathering speed. You ready yourself, and when they are almost on top of you, you dive over them but get your timing wrong. Your foot catches on a barrel, which sends you flying. You land heavily on the ground and hurt your shoulder. Lose 1 SKILL point and 2 STAMINA points. The barrels continue rolling down the hill, with some crashing into a wall, sending frothy ale spilling out everywhere. The two delivery men run past you with a look of despair on their faces. You leave them to sort out the mess and walk on. You see another alley called Dead End Alley on your left, and a clockmaker's shop just beyond it. If you want to go down the alleyway, turn to **263**. If you want to go in the clockmaker's shop, turn to **397**.



### 291

As soon as you take hold of the lamp, the man drops his sack on the ground. He looks to the sky and raises both hands in the air and says with a great sigh of relief, 'I'm free! I'm free! How lucky am I that you came to Hamelin, stranger? Never again will I have to listen to that irritating, moaning, groaning excuse for a genie living inside the lamp. His name is Twixle and he's your responsibility now. I've been trying to give away that magic lamp for months. Nobody would take it. Everybody in Hamelin knows what a burden Twixle is. He never appears when you need his help no matter how hard you rub the lamp or shout his name. He only offers help when you don't need it. The rest of the time you'll hear him muttering to himself inside his lamp, especially in the middle of the night. It used to drive me mad! I've come close on several occasions to flattening it with a hammer. Then I feel guilty because I know Twixle is trapped inside. But now I can get some peace. Enjoy looking after him. Good luck and goodbye!' And with that, the old man walks off, whistling happily to himself. You look at the lamp and wonder what to do with it. 'Hello there. It's nice to meet you. I'm so glad to hear that you will be my new guardian,' a voice whispers from inside the lamp. 'I'd like you to know that I can read your mind, so please don't think about abandoning me. You will be cursed for a hundred years if you do. Pop me into your backpack and get on with whatever you were planning on



doing. Don't mind me. I'm going to have a nap. I'll let you know when I need you.' If you want to put the lamp in your backpack, turn to **334**. If you want to leave the lamp on the street, turn to **82**.

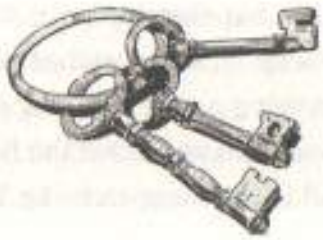


**292**

You set off and reach Goose's wooden hut by midday, where you rest briefly and eat some bread and cheese. Add 2 STAMINA points. Goose finds a wooden box to put half the Rust Beetles into and, ready to go, jumps on his horse with you sitting behind him. Galloping west, not an hour has passed before you catch sight of the Iron Giants in the distance just south of Firetop Mountain, walking in a line towards Hamelin. You cannot take your eyes off the gargantuan beasts, which stand higher than the surrounding trees. Now and then you see one of them stoop down to pick up some unfortunate victim to squeeze the life out of. Goose pulls on the reins to bring his horse to a halt a hundred metres from the advancing Iron Giants. 'This is about as close as we can get without being seen,'



he says anxiously. You jump off the horse and tell Goose that you will attach Rust Beetles to the two Giants on the left and he should do the same to the Giants on the right. They are no more than fifty metres away now, and you can see the blank eye sockets in their enormous iron heads which eerily turn slowly from side to side. You breathe in deeply and wait. The dull thud of their feet stamping down on the ground and the chilling sound of splintering trees grow louder. You gesture to Goose to find a hiding place from where he can jump out and place a Rust Beetle on the Giant's ankle when it strides past. He nods and runs off to hide behind a large rock between the path of two of the Giants and you find a pile of logs to hide behind. With the Giants just metres away, the screeching sound of their metal limbs rings in your ears. A giant iron foot thumps down on the ground to your right, making the ground shake. You seize your chance and reach up to place a Rust Beetle on the giant's ankle. Roll two dice. If the number rolled is less than or equal to your SKILL score, turn to **142**. If the number rolled is greater than your SKILL score, turn to **246**.





**293**

Hogget smiles and slaps his leg, and says, 'Well, how about that! You are in luck. The Hamelin Fair always starts on the first day of Unlocking, which is tomorrow! You'll enjoy it. There will be entertainment, stalls, contests and all manner of fun things happening. You are bound to find some magic items there. Even the smallest items can be powerful. But watch out for the hustlers, especially the card sharps. They'll rob you of your gold before you know it.' You thank Hogget for his advice and ask him how much he wants for his horse. 'I usually charge 20 Gold Pieces for a horse, but I've enjoyed our little chat so I'm going to let you buy it for 15 Gold Pieces.' If you want to buy his horse, turn to **375**. If you would rather turn down his offer and set off on foot again along the riverbank, turn to **6**.



**294**

A search of the Spider Hag's possessions yields 4 Gold Pieces, a black silk handkerchief, a silver hairpin and a silver ring with a spider's web etched on its face, which you recognize as being a very rare Ring of Entanglement. You take what you wish and leave the house to continue walking downhill to the stone archway. Turn to **59**.



**295**

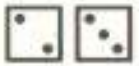
You pull on the brass horn and drink the cool water which pours from the Unicorn's mouth. You feel instantly refreshed. Add 2 STAMINA points. You say goodbye to the Leprechaun and carry on walking up the lane. Turn to **338**.

**296**

You stride forward, gripping your sword tightly, and get into position behind the Iron Giant. There is a reddish-brown patch around a large hole at the back of one ankle where flakes of rusty iron are breaking off. You raise your sword and leap up to strike at its weak spot. Roll two dice and add 4 to the total for your sword. If the total is 10 or greater, turn to **227**. If the total is less than 10, turn to **374**.

**297**

Amaric thanks you for buying the sword and says, 'I think you will be very happy with your choice.' He gives you a shiny dagger, which you tuck inside your boot, before shaking your hand and bidding you farewell. You go outside, where you find Dunbar Lapp waiting for you. He smiles when he sees your sword and cannot conceal his excitement. 'I hope you are pleased with your new weapon?' he asks enthusiastically. You tell him you are more than happy with your purchase and the gift of a dagger. You drop 2 Gold Pieces into his hand as a tip, thank him for his help, and wave goodbye. Turn to **381**.



### 298

The water is cool and clear, and you realize just how thirsty you are. You drink until you feel totally refreshed. Add 2 STAMINA points. You see a pair of old leather boots in the corner of the alley, almost hidden from view in the shadows. They look like they are virtually worn out but might fit you. You notice that there are some Elvish words inscribed on the boots. If you want to swap your boots for the Elven Boots, turn to **151**. If you would rather walk back to the junction and turn right into Hill Street, turn to **259**.



### 299

The old lady bursts out laughing and says, 'I don't blame you. You know, there are some people who come in here and happily hand over 5 Gold Pieces for a pastry or a piece of pie just because I ask them to. It's unbelievable! They must think I'll turn into a Werewolf or something if they refuse. A fool and his money are soon parted, I say. But I can see that you are no fool. If you are still hungry, I recommend that you buy four cream buns for just 1 Gold Piece. You can take them with you.' If you want to buy the buns, each one will add 1 STAMINA point when eaten. You thank the old lady and leave the shop. Turn to **232**.



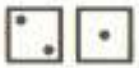
### 300

Holding the flame of your torch close to the markings, you see that they are a worded message which reads 'Push to Open'. If you want to push on the rock face, turn to **8**. If you would rather turn back and go inside the other cave, turn to **54**.



### 301

You are relieved to see that the ripples in the water are being caused by a shoal of fish swimming upstream against the current. You swim on without stopping and climb out of the water on to the grassy bank. You raise your sword in a defiant gesture to the Centaurs, who turn and gallop off to find somebody else to rob. You take off your backpack to dry yourself off and look inside it to see if anything was lost in the river. Nothing is missing except for four of your Provisions, which have been washed away. Lose 1 LUCK point. The sun is beginning to drop in the late afternoon sky behind you as you set off east again, eager to reach Hamelin before nightfall. You pick up the pace when you see a small town in the distance. The dwellings are mainly overhanging timber-framed houses, and there a few taller buildings beyond. To your right, there are farmworkers



toiling away in the fields, digging up carrots and potatoes and loading them on to carts. There is an old graveyard to your left with weathered gravestones crammed together in rows surrounding a large, vine-covered stone tomb. Will you:

| | |
|---|---|
| Look at the gravestones? | Turn to **189** |
| Examine the tomb? | Turn to **86** |
| Walk straight into Hamelin? | Turn to **26** |



### 302

You pass a circular hole halfway up the left-hand wall. There are traces of dried blood on the tunnel floor beneath the hole. You look in the hole and see it is the start of a tunnel which goes on as far as you can see. Its narrow diameter means you would need to crawl along it on your hands and knees. If you want to crawl down the new tunnel, turn to **387**. If you want to carry on walking, turn to **155**.



### 303

Much to your disappointment, Bonehead finds the secret compartment inside your backpack. 'Ah, look what I've found,' he sneers as he helps himself to the other 5 Gold Pieces you had hidden away. Make a note on your *Adventure Sheet*. He throws the backpack at you and tells you to be on your way. You do as he says and walk off briskly. Turn to **386**.



### 304

Whilst listening to the man speak, you sense somebody is trying to open your backpack. You look round and see a young woman in a brown cloak run away up Hill Street. You decide it's not worth the effort to chase after her. The man on the barrel yells at the crowd, saying that he's had enough of their heckling. 'You are all going to get trampled on by gigantic iron feet and you'll only have yourselves to blame,' he bellows. He curses them and jumps down from the barrel, shaking his head, and stomps off muttering under his breath. If you still want to speak to him, turn to **83**. If you want to leave Hamelin without further ado, turn to **270**.

### 305

After paying him 20 Gold Pieces, Hogget goes outside and unties the sleek chestnut horse, which he tells you is called Willow after the tree in his garden. He helps you up into the saddle before giving Willow a light slap on the rump to send him on his way. You gallop across the grasslands following the river and, when passing a grove, you see a bearded man wearing a leather waistcoat who is tied up to an old oak tree. A leather headband keeps his long hair out of his eyes. When he sees you, he calls out, imploring you to stop. You bring Willow to a halt and trot over to the oak tree, looking around you to make sure it is not a trap, before asking the man what happened. 'My name is Victor,' he replies desperately. 'I was on my way from Zengis to the Moonstone Hills when three Goblins jumped out on me from behind the trees. They took everything I had. Please untie me and I will be forever in your debt.' If you want to free the man, turn to **220**. If you would rather ride on without helping him, turn to **134**.

### 306

Goose cheers when the last Zombie topples over and lies twitching on the cave floor. Whilst he is retrieving his arrows, you notice that the cave has a disgusting smell, so bad that you are forced to hold your nose. If you want to search the cave, turn to **163**. If you want to walk over to the iron-barred door at the back of the cave which opens into another tunnel, turn to **383**.



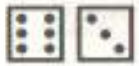
### 307

'One ... two ... three ... four ... five. Right! So be it. A million curses on you!' A poisonous cloud of black smoke pours out of the spout and envelops you, making it difficult to breathe. Lose 2 LUCK points, 4 SKILL points and 6 STAMINA points. If you are still alive, you manage to stagger up the street coughing and spluttering, but at least free of the genie. Turn to **376**.

### 308

You watch people come and go with nobody bothering to wait for the florist to return. Finally, you see a lady approach who is wearing a headscarf and a white apron over her green dress. She is carrying an empty wicker basket. You watch her walk behind the flower stall and put her basket down on the ground. She turns to you and says, 'Hello, I'm Faye Bibble. Sorry to keep you waiting. I had to deliver a bouquet of flowers. Are there any flowers you are looking for particularly? Here's my price list if it helps.' She hands you a piece of paper which shows the prices of the flowers on display. Sunflowers cost 3 Gold Pieces, lotus flowers cost 2 Gold Pieces, and blue orchids cost 4 Gold Pieces. Will you:

| | |
|---|---|
| Buy some sunflowers? | Turn to **271** |
| Buy some lotus flowers? | Turn to **354** |
| Buy some blue orchids? | Turn to **363** |
| Walk on to the next stall? | Turn to **141** |





*A man wearing a hooded cloak runs out*



### 309

When you climb down the ladder and walk towards the house, you inadvertently kick a bottle which spins away noisily over the cobblestones. The front door of the house bursts open and a man wearing a hooded cloak runs out brandishing a sword. You cannot see his eyes, but it is obvious that he is very angry. 'Trespasser, you have ten seconds to tell me why you are here or else draw your sword and ready yourself for combat,' he says coldly. Will you:

| | |
|---|---|
| Attack him with your sword? | Turn to **42** |
| Tell him Harold Hogget told you to come? | Turn to **273** |
| Tell him Binny Brogan told you to come? | Turn to **153** |
| Tell him you are a friend who needs his help? | Turn to **169** |

### 310

You stay underwater until your lungs are bursting, which forces you to break the surface for air. Alas, you realize that you have unknowingly swum round in a circle. The Emerald Dragon is hovering above you and blasts you again with its fiery breath. Lose 2 STAMINA points. You run back up the steps into the windowless room and draw your sword to defend yourself. Turn to **7**.

311

You sit down opposite the Dwarf, who shakes your hand, grinning confidently. He tries to crush your fingers, but you give as good as you get. A crowd quickly gathers around the table, shouting encouragement, as you lock hands in earnest to begin the contest. You stare each other down as the barman gives the countdown, 'Three, two, one, heave!' Roll two dice and add the total to the Dwarf's SKILL of 7. Roll two dice again and add the total to your SKILL. If your total is the same or higher than that of the Dwarf, you win the contest. Turn to **29**. If it is lower, you lose the contest. Turn to **154**.



312

You cut the cord of the leather purse and open it to find a gold ring made of three interlinking bands inside. If you want to try on the ring, turn to **192**. If you would rather give it to Goose, turn to **335**.



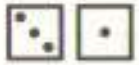
313

'You weren't watching closely enough, were you?' Carlo says with a sly grin as he turns over the card to reveal a King. 'I'm sorry, you lose. Please come back another time and try again.' Lose 1 LUCK point. You cannot believe your eyes and have the feeling that you have been tricked somehow. You decide not to waste any more time arguing with the card sharp and leave. Turn to **162**.



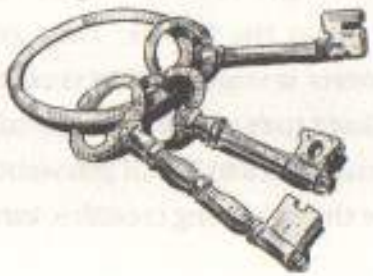
314

You cross the junction and walk along the tunnel, talking about your narrow escape from being crushed by the boulder, when Goose stops in his tracks and says, 'Listen! Can you hear howling?' You cup your ear and hear faint howls echoing down the tunnel. They get louder and louder, and whoever is making them is coming your way, and fast. If you want to run back down the tunnel and turn right at the junction, turn to **286**. If you want to stand your ground and face the oncoming creature, turn to **149**.



315

You feel a hand in your pocket and look round to see a small boy run off up the street. You chase after him and watch him turn down a narrow lane on the right. You call out for him to stop, but he ignores you and quickens his step. You hear someone whistle, which makes him stop in his tracks. He turns around, points at you and starts to laugh. Sensing danger, you draw your sword. A bottle is thrown out of an upstairs window and smashes on the cobblestones by your feet. An acrid smell fills your nostrils, making you feel dizzy. Everything goes blank and you pass out. Lose 2 STAMINA points. You are woken early the next morning by a mangy dog sniffing in your ear. You sit up and check your backpack and discover that all your Provisions and half your Gold Pieces have been stolen. Make a note on your Adventure Sheet and lose 2 LUCK points. At least the thieves did not take your sword, which you are still gripping tightly. You stand up to check your pockets and find that nothing else has been taken. You walk back down the lane and turn right into Crown Street. Turn to **364**.





316

Marik taps his forehead and says, 'Forgive me, I should have told you where to find the Gorgon's tomb! Walk due south from Hamelin into the Moonstone Hills and look for the Koder Stone. It's a standing stone which looks like a huge column of rock. Ancient warriors placed it in front of two cave entrances centuries ago. One of the caves leads to the Gorgon's tomb, although I don't know which one. I was told that the shadow cast mid-afternoon by the standing stone will be in line with one of the cave entrances. You should enter that cave. But beware! Even if the Gorgon is dead, the deadly traps in the tunnels leading to her tomb might still be set. And some of her guardians and minions will probably still be alive. Always have your sword at the ready! You should leave Hamelin by the eastern gate and head south. I will join you tomorrow.' You thank Marik for his help and bid him farewell. Turn to **222**.



### 317

The first stall that you come to belongs to a man called Honest Jon who is standing behind a table selling small bottles and jars of potions and lotions. He is wearing a feathered cap and a long-sleeved tunic over a frayed linen shirt. He boasts that his medicines will prevent or cure any disease or illness and asks you to look at his slate, which lists everything on sale. 'Drink or apply as instructed on the label,' he says with a beaming smile.

| MEDICINE | COST |
|---|---|
| Bat Balm | 1 Gold Piece |
| Frog Spittle | 1 Gold Piece |
| Swamp Juice | 1 Gold Piece |
| Green Slime | 1 Gold Piece |
| Snake Oil | 1 Gold Piece |
| Spider Oil | 2 Gold Pieces |
| Fever-Free Tonic | 2 Gold Pieces |
| Wheelie Water | 2 Gold Pieces |
| Dragon Tears | 4 Gold Pieces |
| Goblin Earwax | 3 Gold Pieces |
| Orc Snottle | 3 Gold Pieces |
| Cockroach Cream | 3 Gold Pieces |

The man soon loses his patience waiting for you to buy something. 'Make your mind up,' he says grumpily. 'I haven't got all day. There are customers behind you



waiting to buy my special remedies.' If you want to buy one or more medicines from Honest Jon, deduct the total number of Gold Pieces you spend from your Adventure Sheet. Honest Jon turns to serve the next customer, who is waiting to buy a jar of Orc Snottle and Wheelie Water. You leave them to it and walk on to the next stall. Turn to **209**.



### 318

One of the Gorgon's snakes sinks its fangs into your arm, and, acting on instinct, you cannot help but look at her. The Gorgon catches your eye with her deadly stare, and you immediately feel your whole body go tense. Movement becomes difficult as you feel your limbs stiffen. You look at your hand and watch with horror as it slowly turns to stone. There is nothing you can do to stop yourself from becoming another statue in the Gorgon's tomb. Your adventure is over.

### 319

There are high walls on both sides of the narrow alley which cut out much of the daylight. You step warily down the alley to where you find a body lying face down on the ground in the shadows. If you want to inspect the body, turn to **27**. If you want to turn around and walk back to the junction and turn left into Hill Street, turn to **259**.



320

You take your place at the table next to the Barbarian, who grunts when you sit down. The innkeeper signals for the contest to begin by banging on his copper pan. A short, balding man wearing a chef's hat and an apron appears from the kitchen at the back of the tavern carrying a metal tray piled high with steaming-hot pies with thick pastry lids. The onlookers begin to clap loudly in unison as the competition gets underway. You devour two vegetable pies and one meat and potato pie before you begin to slow down. Your fourth is a cheese and onion pie which is hard going. You stare at your fifth pie, wondering how you could possibly eat another one, and hope that it isn't too heavy. Three of the contestants stand up after admitting defeat, leaving you, the Barbarian and a portly Dwarf to battle it out. Without warning, the Dwarf suddenly stands up and dashes outside, where you can hear him being ill. The Barbarian laughs loudly at the Dwarf's misfortune and picks up his next pie. *Test Your Luck*. If you are Lucky, turn to **143**. If you are Unlucky, turn to **62**.





321

Standing side by side with Goose, you draw your sword while he notches an arrow to his bow. The Pixies look nervously at each other and suddenly turn and run back up the hill. Goose bursts out laughing and mocks the cowardly Pixies. Add 1 LUCK point. You decide not to waste any time chasing the Pixies and carry on south with the incline gradually getting steeper as you climb higher into the Moonstone Hills. Ahead you see many large boulders which partly conceal a huge high-backed throne which has been made from slabs of roughly-cut stone. It stands in the middle of a circle of stones which is filled with pebbles laid out symmetrically in a sunburst pattern. 'I'm not certain, but that looks like the throne of a Stone Golem,' Goose says, walking round it. 'They say it gives power to those who dare sit on it?' If you want to sit on the throne, turn to **339**. If you want to keep on walking, turn to **11**.





322

You drop your sword and raise your hands in the air. The guards run up to you, breathing hard under the weight of their chainmail vests, which look far too big for them. Both are unshaven and scruffy in appearance. The guard wearing the helmet demands to know what happened. You tell them that the Trolls tried to steal your gold and you were forced to defend yourself. They look at each other quizzically. The other guard shrugs his shoulders and says, 'I don't know who attacked who, so let's toss a coin and let fate decide! Heads means you told us the truth. Tails means you lied.' The other guard takes a copper coin out of his pocket and spins it in the air. *Test Your Luck*. If you are Lucky, turn to **60**. If you are Unlucky, turn to **243**.

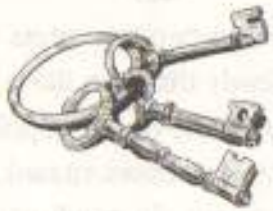
323

You hear a rumbling sound behind you. Sunlight floods into the tunnel as the stone slab slowly rises up. Without waiting to be asked, you run outside before the stone slab slides back down to seal the exit to the tomb. You are relieved to be out in the open again, and it takes a few moments for your eyes to adjust to the bright light. You look around, trying to find your bearings. 'We're not too far from the cave entrance,' says Goose. 'Look, you can see Firetop Mountain in the distance. Let's go to my hut and get my horse and we'll ride to meet the Iron Giants.' Turn to **292**.



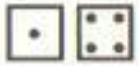
324

'If you mean Marik Om-Yash the old warrior, you are wasting your time. He's a recluse. He won't speak to you. He doesn't speak to anybody any more. He hasn't been seen in months. But you never know; he might make a secret visit to the fair. It was always his favourite day of the year. The only person who might know where he lives is Faye Bibble, the florist. I remember her telling me once that Om-Yash occasionally buys flowers from her to put on his wife's grave. She will probably have a stall at the fair today. She enjoys playing her little question and answer game with people who buy blue orchids from her. Now, we must be on our way. We have too much to think about to stand around here chatting. Goodbye!' They walk off deep in conversation as you head the opposite way towards the town centre. Turn to **164**.



325

Half expecting something terrible to happen at any moment, you hurry down the tunnel past the dragon heads. Fortunately, nothing does. Add 1 LUCK point. You breathe a sigh of relief and press on ahead. Turn to **276**.



**326**

Goose clasps his hands and says, 'Wonderful. Please give it to me. I've had a lot of experience opening locked doors without a key!' You watch him poke the picklock into the keyhole, listening intently whilst turning it from side to side. You hear a sharp click as the lock turns. Goose looks pleased with himself, but his face quickly turns sour when he discovers that the picklock is broken inside the lock and is now useless. You shrug your shoulders to say it doesn't matter and draw your sword, pointing at the door to gesture that you are going in. Turn to **131**.



**327**

You hear a faint click when you press the emerald eye and watch the lid slowly lift open like a huge mouth. On a red velvet cushion inside, you see a polished iron crown adorned with four iron warriors spaced equally apart on the rim. The warriors are all standing to attention with their hands resting on the hilt of their downward-pointing swords. 'What a fantastic-looking crown!' exclaims Higgly. 'It must have magic powers. I'm going to put it on.' If you want to let Higgly try on the crown, turn to **166**. If you want to try on the crown yourself, turn to **287**.



**328**

*Test Your Luck.* If you are Lucky, turn to **351**. If you are Unlucky, turn to **224**.



**329**

You search for a long time, but instead of finding the Emerald Dragon, you find a small metal object which you discover is a fat-bodied spider made of silver. Without warning, the spider comes to life and sinks its silver fangs into your hand to inject you with its poison. Lose 2 SKILL points and 2 STAMINA points. You drop the spider back into the water and wade over to the wooden steps, then leave the warehouse. Turn to **172**.





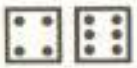
*'We mug people. That's what we do.'*



330

There is a grandiose guildhall with whitewashed stone walls and leaded windows on the left-hand side of Brass Street and a row of small workshops on the right-hand side with blacksmiths, carpenters, potters, cobblers and stonemasons all busy at their workbenches. You do not stop, but hurry down the street past the guildhall and workshops. Without warning, three unsavoury-looking characters wielding wooden clubs jump out in front of you from behind some large barrels. They are TROLLS. The warty-skinned thugs are wearing leather armour over their grubby tunics, and they all sport a gold earring and a gold necklace. One steps forward and says gruffly, 'Stop right there. My name's Bonehead. This here is my brother Toady on my left, and this is my brother Weezle on my right. We're the Snark Brothers. We mug people. That's what we do, plain and simple. We don't want no trouble. We're not greedy, we just want 10 Gold Pieces. If you know what's good for you, give us the gold, and you can be on your way.' If you want to give the Trolls 10 Gold Pieces, turn to **132**. If you want to refuse to give them your gold, turn to **51**.





### 331

With its suckers clinging firmly to your calf, you struggle to get a good grip on the slimy body of the disgusting parasite to pull it off. Roll 1 die and reduce your STAMINA points by the number rolled. Bloated from sucking your blood, the Giant Leech drops off your leg and disappears beneath the surface of the murky water. If you are still alive, turn to **239**.

### 332

You search the Gorgon's tomb and soon find what you are looking for. One of the terracotta pots contains a colony of large red beetles crawling over scraps of rusting helmets and shields. They are Rust Beetles. You fill two small wooden boxes with the beetles, giving one to Goose and putting one in your backpack. You walk back to the bronze door but find it is still locked. You walk around the chamber but do not find any other doors. Goose opens the sarcophagus and finds 2 Gold idols inside. 'I should be ecstatic about finding this treasure, but I'd happily swap them for a way out of here,' he says gloomily as he hands one to you. You tell Goose that it must be the middle of the night by now and suggest you get some sleep and try to find a way out in the morning. 'I wonder where the Iron Giants are. They can't be far from Hamelin,' Goose says as he rolls out his blanket on the floor. You manage a few hours of sleep before being woken by the sound of the bronze door



opening and closing again. Somebody has entered the tomb. You jump up and grab your sword and Goose is ready with his bow. A hooded figure staggers towards you and collapses on the floor. It's Marik Om-Yash! There are three darts sticking out of his back. He looks up, grimacing with pain. 'I told you I would catch you up,' he whispers. Before he can say another word, his head slumps down on the floor and he exhales his last breath. His left hand opens to reveal a small idol made of white marble. It is the same shape as the gold idols Goose found in the sarcophagus. You walk around the sarcophagus and find a similar-shaped recess in the lid of the sarcophagus. The marble idol fits snugly into the recess, and you see the sarcophagus slowly start to slide to one side to reveal a stone staircase. Mouthing a silent thank-you to Marik Om-Yash, you gather your belongings and run down the steps. Turn to **44**.

### 333

Hogget offers you a chair before sitting down on an old threadbare armchair with his dogs lying at his feet. He looks at you curiously and says, 'Yes, I do know Marik. Why do you want to see him?' If you want to tell Hogget about the Crown of Chaos and the Iron Giants, turn to **262**. If you want to reply that you are an old friend of Marik's, turn to **79**.



### 334

As you place the lamp in your backpack you hear the genie say, 'Thank you for looking after me. You won't regret it.' Not knowing what you have let yourself in for, you carry on walking along the street. Turn to **376**.



### 335

When Goose slides the ring over his middle finger, a beaming smile spreads across his face. He shudders momentarily and tells you that he can feel a surge of energy flowing through his body. You have given him a Ring of Healing, which heals his wounds and restores his health. Goose thanks you for the gift and you reply that it will be 'finders keepers' next time. Turn to **395**.

### 336

You draw your sword and stand ready to fight. As they thunder towards you, they split into two groups to attack you from both sides. Two of the Centaurs are archers who release their arrows with deadly accuracy. Arrows thump into your back with a dull thud. You sink to your knees, encircled by the galloping Centaurs, who whoop with joy as they hurl their spears at you without mercy. The battle is over in minutes. Your adventure is over.



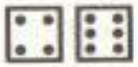
### 337

You avoid being grabbed by diving into the undergrowth but hurt your sword arm badly in the process. Lose 2 SKILL points. You let the Giant walk on ahead before you try again to creep up behind it. When the moment is right, you jump up, this time with success. With the Rust Beetle in place, you look over to see how Goose is faring. You are horrified to see his Giant lift its iron foot, catching Goose on the head with its heel. He falls to the ground and does not get up after the Iron Giant strides away. If you want to go to Goose's aid, turn to **349**. If you want to chase after the Giant to finish the task, turn to **284**.



### 338

You hurry along Pudding Lane, passing people carrying goods in and out of food stores. Nobody looks at you and there is nobody you see who looks interesting enough to talk to. The lane turns sharply right again and ends at a crossroads. Turning right would take you down Copper Street. Continuing straight ahead would take you into Brick Lane. Both routes would lead you back towards the town square, so you decide to turn left into Silver Street. Turn to **213**.



### 339

You walk slowly across the circle of pebbles and sit down on the enormous stone seat. You feel a warm glow rising from the throne which energizes you as it pulsates through your body. Add 1 SKILL point and 3 STAMINA points. You stand up, and as you walk back across the circle of stones, you inadvertently send one of the pebbles flying with your foot. *Test Your Luck*. If you are Lucky, turn to **140**. If you are Unlucky, turn to **229**.



### 340

You walk over to an alcove at the back of the Double Duck and sit down opposite two Dwarfs who are playing a noisy game of dice. The older one with the longer beard is accusing the other one of cheating. You cough loudly to get their attention and introduce yourself by asking if either of them would like to join you on a treasure-hunting trip to Firetop Mountain. They put down their dice and say that they are very interested in joining you on a quest. They both claim to have explored the tunnels of Firetop Mountain before. The older Dwarf with ginger hair and a long beard, drooping moustache and ruddy cheeks is called Higgly, who tells you he is experienced and trustworthy. He asks for an advance payment of 4 Gold Pieces and a share of half the treasures found. The younger Dwarf with

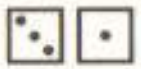


the long brown hair and a shorter beard is called Gibbly, who says he is a fearless fighter and would join you for an immediate payment of 2 Gold Pieces plus a third of the treasures found. If you want to pay 4 Gold Pieces to hire the services of Higgly, turn to **128**. If you want to hire Gibbly for 2 Gold Pieces, turn to **206**.



### 341

The Zombie steps over your outstretched leg and grabs hold of Goose's foot as he tries to stand up. As it opens its mouth wide to bite him, Goose rolls over, kicking out with both feet, which momentarily keeps the Zombie at bay. You draw your sword and strike the Zombie down, which makes the other Zombies turn on you. You run towards the pit, pulling Goose up on his feet, and jump over together. Roll two dice. If the number rolled is less than or equal to your SKILL score, turn to **85**. If the number rolled is greater than your SKILL score, turn to **269**.



342

One of the Dwarfs puts the Gold Piece in his pocket whilst the other one invites you to plunge your arm into the barrel and pull out one of the boxes. Rummaging around in the sawdust, you find several boxes, but it's impossible to tell what might be inside. You decide to pull a box out at random. Roll one die. If you rolled a 1 or 2, turn to **130**. If you rolled a 3 or 4, turn to **358**. If you rolled a 5 or 6, turn to **260**.

343

You just manage to roll under the stone slab before it slams down on to the tunnel floor with a dull thud to block the passageway. You stand up and shout that you will be back to rescue Goose as soon as you can. Unsure whether or not he heard you, you set off to continue your mission alone. Turn to **302**.



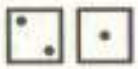
344

Hogget goes outside and unties the reins of the sleek chestnut horse called Willow, which he tells you he named after the old tree in his garden. He helps you up into the saddle and says, 'Out of respect to Marik, I suggest you



pay a visit to the graveyard outside Hamelin. His wife is buried there. By the way, it's the first day of Unlocking tomorrow, which means the Hamelin Fair will be on. There will be entertainers, stalls, contests and all manner of fun things happening. You never know, Marik Om-Yash might sneak in for a while. It was always his favourite day of the year. But watch out for the hustlers, especially card sharps. They'll rob you of your gold before you know it.' You thank Hogget for his help. He shakes your hand before giving Willow a quick slap on the rump to send him on his way. You gallop across the grasslands following the river and on through a grove, where you see a bearded man who is tied up to an old oak tree. He is wearing a leather waistcoat and has a leather headband to keep his long hair out of his eyes. When he sees you, he calls out, begging you to stop. You bring Willow to a halt and trot over to the oak tree, looking around to make sure it is not a trap before asking the man what happened. 'My name is Victor,' he replies desperately. 'I was on my way from Zengis to the Moonstone Hills when three Goblins jumped out on me from behind the trees. They took everything I had. Please untie me and I will be forever in your debt.' If you want to help the man, turn to **220**. If you would rather ride on without helping him, turn to **134**.





345

The pain in your head is unbearable, and it is all you can do to uncork the small jar labelled Goblin Earwax. Goose points at his ears, nodding manically. You scoop a lump of wax from the jar with your finger and press it into both ears, which immediately blocks out all sounds. Everything is suddenly silent. You toss the jar over to Goose and stand up to face the Demon with its gaping mouth still uttering a manic scream. Its flailing tendrils appear to be the only vulnerable parts of its body and you decide to try to sever them with your sword.

*SCREAMING DEMON* SKILL 10 STAMINA 6

If you are fighting with a Demon Sword, add 2 to your Attack Strength. If you win, turn to **267**.

346

The man jumps off his stool and introduces himself with a beaming smile and an energetic handshake. 'My name's Wilbur Chubb. I buy, sell and repair locks for a living, but my passion is collecting gold keys. I don't suppose you have one to sell, do you? I need one more Golden Door Key to complete my collection. There are seven in total, and I own six of them. They would be worth a small fortune if I had the complete set. They all have beautifully engraved numbers on their heads. You have never seen such fine



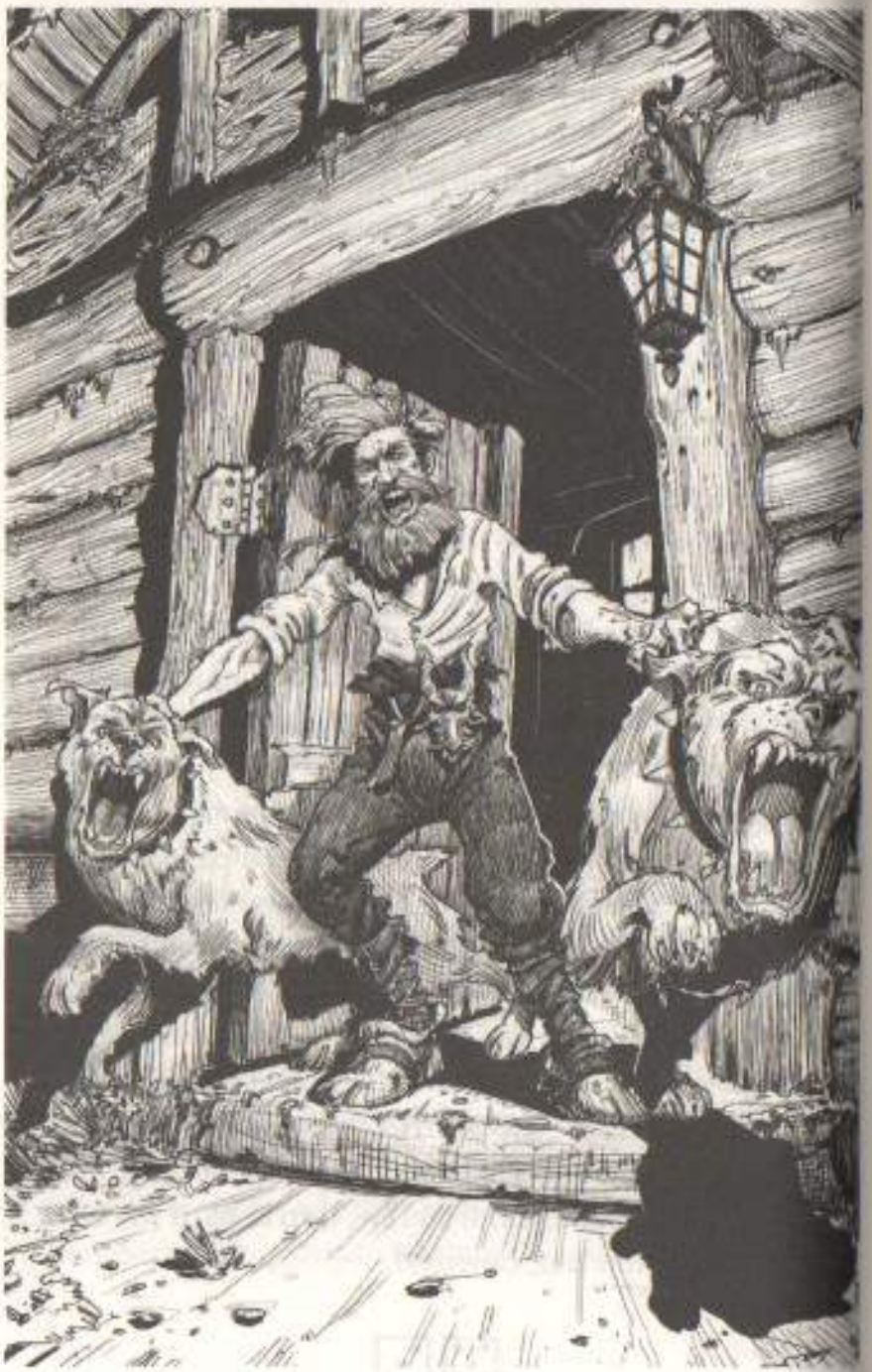
engraving on a key in your life. I'd happily pay 20 Gold Pieces to buy the one I'm missing.' If you have a numbered gold key and you wish to sell it to Wilbur, turn to **231**. If you wish to thank Wilbur for telling you about his hobby and walk on to the next stall, turn to **119**.



347

Summoning every ounce of strength you have, you land a heavy blow on the Giant's ankle, severing its foot entirely. It teeters on its good foot for a second before it tumbles forward and crashes to the ground in a cloud of dust and debris with the noise of creaking metal ringing out loudly. When the dust settles, you see the mangled iron carcass on the ground and Goose lying motionless nearby, groaning. As you run to help him, the sound of creaking metal begins again, stopping you in your tracks. The fallen Giant has lost both its feet and its body has been weakened by the Rust Beetle, but chaos magic still sparks from within. It raises itself up on its powerful arms and begins to crawl forward on its hands towards Goose. Desperate to defend your friend, you stand defiant in the Giant's path, sword in hand. The Giant crawls on relentlessly before it stops to raise an enormous iron hand in the air. Are you wearing a Ring of Entanglement? If you are, turn to **116**. If you are not wearing this ring, turn to **97**.





*Straining at the leash, wild-eyed and ready to attack*



**348**

The door is suddenly yanked open by a grim-faced skinny man with a bushy beard and wiry hair sticking out all over the place. He is wearing a grubby shirt tucked into his baggy trousers, which are held up by a leather belt with a dragon's head buckle made of brass. Two huge slavering WAR HOUNDS with sharp fangs stand by his side, barking loudly, straining at the leash, wild-eyed and ready to attack. The man looks you up and down, and says sharply, 'Why didn't you say you wanted to buy a horse in the first place? My name's Harold Hogget. And my playful little puppies here are called Chewlia and Jawge. Don't worry, they won't attack you unless I tell them to. Where are you headed to?' If you want to reply that it's none of his business, turn to **200**. If you want to reply Hamelin, turn to **34**.



**349**

You find Goose lying unconscious on the ground. You pour water over his face, which wakes him up, but he looks to be in a bad way with blood pouring from a deep cut on his head. If you have a Potion of Healing, turn to **96**. If you do not have this potion, turn to **221**.



## 350

You take the key out of your backpack and are pleased to see it turn in the lock. With the lock unfastened, you push the trapdoor open. You climb up the steps and find yourself in a secret room under the warehouse. There are no windows in the room. The only light comes from an amber-coloured orb hanging by a chain from the low ceiling. The room is empty apart from a black marble plinth on which stands a large Dragon made of emerald-coloured glass. You notice that the Dragon has a gold amulet hanging from its neck on a gold chain. If you want to take the amulet, turn to **71**. If you would rather leave the room and go back to the warehouse, turn to **95**.



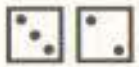
## 351

You run as fast as you can past the dragon heads, passing the last one just as flames shoot out from them again. Luckily you only suffer a minor burn. Lose 2 STAMINA points. Goose gets past them without being harmed, although he has to dive down headfirst to slide past the dragons at the end of the row to avoid being burned. He picks himself up and says, 'I learned to slide like that playing Bays Ball in Port Blacksand. Not bad, hey, for an old man?' You clap insincerely, grinning, and carry on walking up the tunnel. Turn to **276**.



## 352

You dive sideways, trying to avoid the sweeping sword, but the tip of the massive blade just catches you on the back of the leg. Fortunately, the wound is not deep. Lose 2 STAMINA points. You jump up and run back into the cave to escape the Iron Giants. Looking out from the safety of the cave entrance, you watch them continue to grow until they stand some ten metres tall. Without warning, they all turn round at the same time and slowly stride off west towards the Pagan Plains, their giant articulated limbs making grating metallic sounds as they walk, and their thumping heavy feet crushing everything in their path underfoot. As soon as they are gone, you run outside to where Higgly is lying motionless on the ground, barely alive. 'It's the Crown of Chaos. I am doomed,' he whispers, struggling to breathe, his face contorted in pain. 'The Iron Giants will destroy Allansia. Take the crown to Marik Om-Yash in Hamelin. He will help you. The magic items you'll need to find in Hamelin are...' But before he can finish his sentence, Higgly falls silent. His eyes close, never to open again. Lose 1 LUCK point. You place the rim of the crown in your backpack and set off south-east towards Hamelin. You look back momentarily to see the Iron Giants marching slowly on, towering above the trees. An hour later you arrive at the Red River, where you see an old man with a wizened face lying asleep in a rowing boat which has been pulled up on to the bank. If you want to



talk to the old man, turn to **215**. If you would rather keep on walking along the riverbank, turn to **58**.



**353**

'Wonderful! Let's shake on it, my friend. I won't let you down,' Goose says cheerfully, thrusting his hand into yours. You leave Hamelin and head due south with Goose talking non-stop about the Iron Giants. It doesn't take long to reach the rocky foothills. You have hardly begun your climb when suddenly, without warning, a band of small, green-skinned creatures come running down the hill towards you armed with spears. They are no more than a metre high and have large heads with long, pointed ears. They are PIXIES and quickly have you surrounded. With a stern expression on his face, their leader steps forward to speak. 'We're the Pixie Hill Bandits. Give us all your gold,' he says menacingly. If you want to hand over your gold to the Pixies, turn to **30**. If you want to draw your sword and fight them, turn to **321**.



**354**

After handing the florist 2 Gold Pieces, you watch her carefully wrap the delicate lotus flowers in a piece of linen. She thanks you for your custom and turns to serve the next customer, a young woman who wants to buy some sunflowers. You leave them to it and walk on to the next stall. Turn to **141**.



**355**

You whisper to Goose that you are going to attack the Gorgon with your sword and use your shield as a mirror to look at the Gorgon and avoid her direct gaze. He nods in agreement and sets his bow. You point at your neck to indicate where he should aim at the Gorgon. You stand up and, staring at her reflection in your shield, walk towards the GORGON with your sword raised, ready to combat the hissing snakes that strike out at you. Reduce your SKILL by 3 during each Attack Round because of having to fight with mirrored vision.

*GORGON* SKILL *10* STAMINA *10*

If you are still alive after three Attack Rounds, *Test Your Luck*. If you are Lucky, turn to **168**. If you are Unlucky, turn to **318**.

356

You pass by an alleyway on your left before arriving at a grubby-looking hostel named the Flea Pit. It is late afternoon, and you need to find somewhere to stay. If you want to go in the Flea Pit, turn to **237**. If you would rather walk on, turn to **315**.



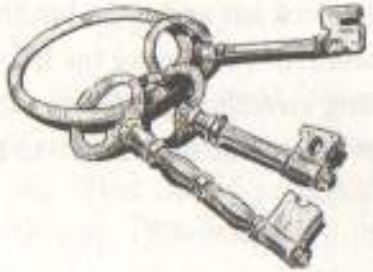
357

You rummage through your backpack and find the small jar at the bottom. You pull the cork out with your teeth and rub the balm over the small punctures in your neck. The balm quickly counteracts the poison, but not before it has weakened you. Lose 2 STAMINA points. You offer the balm to Goose, which he gratefully accepts, although he tells you that he thinks he is immune to Vampire Bats, having survived an attack years before. Fully recovered, you sling your backpack over your shoulder and set off down a narrow twisting tunnel. Turn to **256**.



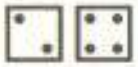
358

The Dwarfs watch on as you open the box to find a silver ring with a closed eye etched on its face. You place the ring on your little finger, wondering about the meaning of the symbol. 'We hope you are pleased with the ring,' one of them says amiably. What you do not know is that the ring is a cursed Ring of Confusion. Lose 2 SKILL points. If you want to pay 1 Gold Piece to have another go at the Lucky Dip, turn to **342**. If not, and you have not done so already, you may either walk over to the tents (turn to **136**) or look at the entertainers and sideshows (turn to **396**). Alternatively, you may leave the fair via Brass Street at the far end of the square. Turn to **330**.



359

The boulder bears down on you, and as you glance over your shoulder, you trip on a loose rock on the tunnel floor. You tumble head over heels and do not have time to get back on your feet before the huge boulder rolls over you, with dire consequences. Your adventure is over.



### 360

You give the old man 5 Gold Pieces, after which he hands you the oars. He smiles and says, 'You should reach Hamelin before nightfall, but keep an eye out for the Giant River Snakes.' You put the oars on the boat and push it into the river and jump on board. You turn the boat upstream and pull on the oars as the old man hurries away. You have only gone a few metres when you notice the boat is taking water on board. The bottom of the boat is rotten and has sprung a leak. It rapidly fills up with water and begins to sink, and you have no option but to swim back to the bank. You have been swindled by the old ferryman, who has sold you a rotten boat. You scramble up the bank, soaked to the skin. Three of your Provisions are lost in the river. Lose 1 LUCK point. You look left and right, but the ferryman is nowhere to be seen. All you see are the Iron Giants in the distance marching steadily west. There seems little you can do but to set off on foot again. Turn to **58**.



### 361

You give the Gnome your sword and 10 Gold Pieces. He tells you reassuringly that you have made an excellent purchase and explains that a Serpent Sword is the perfect weapon for fighting snake-headed creatures. Add 1 LUCK point. You thank the Gnome for his help and leave his shop to walk further up Silver Street. Turn to **278**.



### 362

The skull's mouth opens wide to speak again. 'Why would you speak to me with a forked tongue? If a forked tongue is what you wish, your wish is my command!' You begin to feel uncomfortably numb and then your insides feel as though they are melting. You begin to shrink, and you see the same is happening to Goose. He shrivels before your eyes and becomes nothing more than a long roll of flesh with a pair of eyes at one end. Scaly skin forms over the flesh and you watch him slither away. Goose has been turned into a snake, and so have you. Your adventure is over.



### 363

After you hand the florist 4 Gold Pieces, she carefully wraps the blue orchids in paper and puts them in your backpack for you. 'That should protect them,' she says, smiling. 'By the way, I like to play a little game with customers who buy my blue orchids. You can ask me any question you like. If I know the answer, I will tell you. Do you want to ask me a question?' If you want to ask Faye if she knows Binny Brogan, turn to **47**. If you want to ask her if she knows Marik Om-Yash and where he might live, turn to **185**. If you want to decline her offer and walk on to the next stall, turn to **141**.





*Two odd-looking fellows*



364

There are lots of people up early and walking along Crown Street towards the centre of town. You ask a passer-by where everybody is going to, and he tells you that they are on their way to celebrate the first day of Unlocking at the fair, which only comes to Hamelin once every six months. You follow the crowd and notice two odd-looking fellows coming in the opposite direction, deep in conversation. One is a middle-aged man who is carrying some old leather books under his arm. His baggy shirt is tucked into wool britches, which are held up by a wide leather belt. He is wearing a wide-brimmed hat on top of his shoulder-length hair, and he has a long beard which hangs down to the floor. The other man, who is younger and much shorter in height, is walking along on wooden stilts with an equally long beard brushing the floor. If you want to stop to ask them a question, turn to **37**. If you want to carry on walking, turn to **164**.



### 365

You grip the sarcophagus lid and push it with all your might and manage to slide it back halfway. You see a skeleton lying inside, encased in a suit of plate mail armour. The body armour appears to be too big for you, but the gauntlet on the skeleton's right hand looks like it could be a good fit. There is also a leather pouch clutched in the fingers of the skeleton's left hand and a sword with a claw-shaped pommel held in its right hand. Will you:

| | |
|---|---|
| Try on the gauntlet? | Turn to **398** |
| Take the pouch? | Turn to **100** |
| Take the sword? | Turn to **67** |
| If you have not done so already, look at the gravestones? | Turn to **189** |
| Leave the tomb and walk into Hamelin? | Turn to **26** |

### 366

You run like the wind past the dragon heads, passing the last one just seconds before they belch out fire again. Goose also gets past them without being harmed, although he has to dive down headfirst to slide past the dragons at the end of the row to avoid being burned. He picks himself up and says, 'I learned to slide like that playing Bays Ball in Port Blacksand. Not bad, hey, for an old man?' You clap insincerely, grinning, and carry on walking up the tunnel. Turn to **276**.

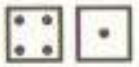


### 367

An upstairs window of a rickety old house opens above you. An old man leans out and shouts, 'What is going on down there?' If you want to reply that you were defending yourself against Trolls who attacked you, turn to **148**. If you want to ignore the old man, grab the Trolls' gold necklaces and make your getaway, turn to **123**.

### 368

You peer into the gloomy cave and see it has a very high ceiling. Inside, the air is cool, but it has a stale musty smell. You see a half-open door at the back of the cave and walk towards it. 'It's a bit dark in here,' says Goose. 'But not to worry, I've brought fire torches with me.' He lights the torches, which flood the cave with warm light. He hands a torch to you and, looking up, you see hundreds of large bats hanging upside down from the roof of the cave. But these are not ordinary bats. They are VAMPIRE BATS which have been woken by the light of the burning torches. The whole colony takes flight, filling the cave with high-pitched screeching as the bats swoop down to suck your blood. You run towards the door at the back of the cave as fast as you can, trying to fend off the bats with your sword. Roll two dice. If the total is the same as or less than your SKILL score, turn to **115**. If the total is greater than your SKILL score, turn to **93**.



369

The man introduces himself as Amaric and says, 'Well, you have certainly come to the right place! Now tell me, what type of sword are you looking for?' Without waiting for a reply, he takes one down from the wall and another from under the counter. 'These are the best I have,' he says enthusiastically. 'The sword with the engraved blade is the Vampire Sword, which was designed for slaying the undead. I'm only asking for 10 Gold Pieces for it. The sword with the flame-coloured grip is a Fire Sword, which is best for fighting fire-breathing creatures. At 15 Gold Pieces, it's a bargain.' If you want to buy a sword, make a note of which one it is and the cost in Gold Pieces on your Adventure Sheet. Turn to **183**. If you do not want to buy any of these swords, turn to **73**.

370

You hear a faint click as soon as you sit on the throne. It begins to rotate along with a section of the wall it is attached to. The throne continues to rotate, and you see another tunnel through the opening in the wall. If you want to stay seated on the throne, turn to **389**. If you want to jump off the throne, turn to **177**.





371

Giant Rats are known plague bearers. *Test Your Luck*. If you are Lucky, turn to **289**. If you are Unlucky, turn to **68**.

372

You pull back the tent flap and find yourself standing opposite a rosy-cheeked woman sitting in a high-backed patterned armchair. She is wearing a long floral dress, with her dark hair tied back in a tight bun. She smiles and says, 'Welcome, stranger. My name is Ruby. *Ruby the Riddler*. Would you like to solve my riddle? If so, place a Gold Piece in the palm of my hand. If you answer correctly, I will reward you with a precious stone. A ruby, of course!' If you want to try your luck at solving the riddle, turn to **223**. If you want to politely decline and leave, turn to **89**.

373

The Elf places a large emerald on the wooden tray on top of the counter and invites you to examine it. 'I'm sure you can see the quality of this incredible gemstone. It is very reasonably priced at just 10 Gold Pieces.' If you want to buy the emerald, turn to **204**. If you have not done so already, you may change your mind about buying an emerald and ask the Elf if he would like to buy a ruby (turn to **275**). If you want to leave the jeweller's and carry on walking up the street, turn to **158**.

**374**

You succeed in striking the patch of rusty iron, but not hard enough to sever the giant's ankle with one blow. Roll two dice. If the total rolled is the same as or less than your SKILL score, turn to **279**. If the total rolled is higher than your SKILL score, turn to **144**.

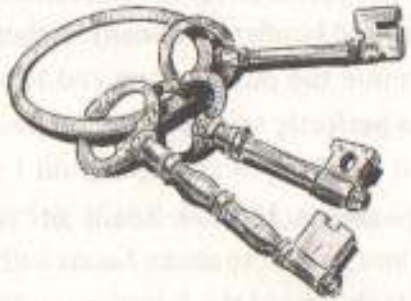
**375**

After you pay him 15 Gold Pieces, Hogget goes outside and unties the sleek chestnut horse, which he tells you is called Willow after the tree in his garden. He helps you up into the saddle before giving Willow a gentle slap on the rump to send him on his way. You gallop across the grasslands following the river, and when passing a grove, you see a bearded man wearing a leather waistcoat, tied up to an old oak tree. A leather headband keeps his long hair out of his eyes. When he sees you, he calls out, asking you to free him. You bring Willow to a halt and trot over to the oak tree, looking around to make sure it is not a trap before asking the man what happened. 'My name is Victor,' he replies desperately. 'I was on my way from Zengis to the Moonstone Hills when three Goblins jumped out on me from behind the trees. They took everything I had. Please untie me and I will be forever in your debt.' If you want to help the man, turn to **220**. If you would rather ride on without helping him, turn to **134**.



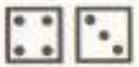
**376**

Further up the street you see a shop on your right called the Illusionist. You look in the window and see that the only item on display is what looks like a wand resting on a red velvet cushion. It reminds you of the wand you once saw when you visited the tower of the grand wizard of Darkwood Forest. If you want to enter the shop, turn to **261**. If you want to walk on up the street, turn to **202**.



**377**

When you regain consciousness, you become aware of somebody helping you to sit up and are relieved to see that it is Goose offering you a drink from his water bottle. You take a big swig and feel immediately refreshed but still weak from the poison. Gain 2 STAMINA points. Goose appears to be unaffected by the bites and tells you that he has been attacked by Vampire Bats before and has built up immunity to their poison. He helps you stand up and you set off down a narrow twisting tunnel. Turn to **256**.



### 378

You watch Humluk teeter for a second with his eyes glazing over before he falls backwards and crashes to the ground. The crowd roars with delight at the sight of the Ogre being knocked out. His manager looks stunned. He tries his best to revive the Ogre, but without success. Humluk is out cold. He reaches into his waistcoat pocket and begrudgingly pays you 5 Gold Pieces. 'I didn't think that was possible,' he says, shaking his head. 'Nobody has ever beaten Humluk before! Here's your special prize.' He takes off his hat and hands you a small leather purse from under it. You untie the purse string and take out a gold ring, which fits perfectly on your little finger. Shaped like a bull's head, it is a Ring of Strength. Add 1 SKILL point and 2 STAMINA points. Humluk finally sits up, looking a bit dazed, and you go over to shake hands with him before walking off to look around the fair. Turn to **252**.





### 379

You suddenly hear a familiar voice. 'I suppose at this point I'm going to have to help you or else I'm going to be left all alone on the back of a statue in the Gorgon's tomb.' It's the voice of Twixle, the Genie in the lamp. 'Don't worry, we can do this,' continues Twixle. 'Just close your eyes and with my help you will be able to see as normal.' You close your eyes, and find you can see as clearly as though they were still open. You stand up and walk towards the GORGON with your sword raised ready to attack the hissing snakes that strike out at you.

| | | |
|---|---|---|
| *GORGON* | *SKILL 10* | *STAMINA 10* |

If you are still alive after two Attack Rounds, turn to **201**.



### 380

Fearful of robbers, you step warily down the narrow alley with your hand on the hilt of your sword. The alley soon comes to a dead end where there is a drinking fountain with a rusty iron spout attached to the wall. If you want to pull on the handle to drink from the spout, turn to **298**. If you want to go back down the alley and turn right into Hill Street, turn to **259**.





*A tavern by the name of the Double Duck*



381

Your thoughts return to Firetop Mountain and the legendary treasures hidden inside. You are keen to try your luck but are also aware of the dangers which lie inside the deadly tunnels. You reason that it would be better to team up with somebody who has knowledge of the mountain to give you a better chance of survival. You decide to see if you can hire a miner to accompany you on your quest. The best place to find the Dwarfs would be in a tavern, where they would be likely to be letting off steam. You walk briskly through the back streets and arrive at a tavern by the name of the Double Duck from where you can hear a lot of shouting and screaming coming from inside. You poke your head round the tavern door and see a fight going on between two Dwarfs who are rolling around on the floor, knocking lumps out of each other. The other Dwarfs in the tavern are swigging back tankards of frothy ale and cheering on the brawling pair. The tall barman suddenly rings a brass bell to end the fight and declare who won. The bruised Dwarfs stand up and give each other a hug before staggering over to the bar, where the winner buys the loser a drink. With order restored, the Dwarfs sit down at the tables laughing, joking, and recounting tales of their mining exploits. One of the Dwarfs sitting at the nearest table to the door points at you and says, 'Oi, sunshine, do you fancy your chances at arm wrestling? 2 Gold Pieces says I can beat

you!' If you want to accept the challenge, turn to **311**. If you would rather sit down at another table, turn to **340**.



**382**

The Dragon flies around you at speed, banking and diving, making it difficult to strike with your sword. Although it is no bigger than a hawk, an EMERALD DRAGON is a formidable opponent with its speed and fire-breathing powers. If you own a Fire Sword, add 1 to your Attack Strength during each Attack Round.

*EMERALD DRAGON* *SKILL 9* *STAMINA 8*

If you win, turn to **214**.

**383**

You see a key in the lock on the other side of the door and reach through the iron bars to unlock it. The tunnel continues straight on for some distance, gradually getting narrower, until you finally arrive at a bronze door which is covered in cobwebs and looks as though it hasn't been opened in years. You brush away the cobwebs and see that the door has a central panel bearing the head of a Gorgon inlaid with gold. She has



an evil, piercing stare and writhing snakes on her head. When you try to open the door, you see that the lock is also made of gold. If you have a gold key, turn to the number engraved on it. If you do not have a gold key, turn to **288**.



**384**

The taller man raises his eyebrows and says in an exasperated voice, 'Follow the crowd. You can't miss it. Now Cedric and I have to go. We have lots to think about, goodbye.' You watch them walk off, leaving you to carry on towards the town centre. Turn to **164**.

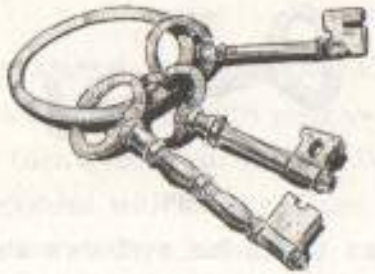
**385**

The Stone Golem closes in on you with one of its gigantic fists raised in the air, ready to land a crushing blow. You draw your sword to defend yourself whilst Goose runs behind the monster to strike it in the back with his axe. But the axe bounces off in the same way as his arrow. Lose 1 LUCK point. You realize that edged weapons cause no damage to a Stone Golem. Your only option is to Escape, but as you run away, the Golem catches you with a glancing blow. Lose 3 STAMINA points. Turn to **11**.



386

Brass Street ends at a crossroads. If you want to turn left into Pudding Lane, turn to **285**. If you want to turn right into Brick Lane, turn to **10**. If you want to continue straight ahead into Copper Street, turn to **98**.



387

You climb into the narrow tunnel and work your way along it on your hands and knees. It is hard going, and you feel uncomfortable in the semi-darkness. After a while you notice patches of fresh blood on the floor and begin to have second thoughts about the tunnel. You decide to go back, but the tunnel is too narrow to turn around in, and you are forced to crawl backwards. You hear a slithering sound and see something coming towards you. Giant mandibles appear out of the darkness. They are the rock-boring mandibles of the giant worm-like creature that made the tunnel. You are about to be torn apart by a ROCK GRUB. Unable to defend yourself in the narrow tunnel, it will be a short and grisly end for you. Your adventure is over.



388

You walk up to the front door of the cabin and bang on it with the pommel of your sword. You hear dogs barking ferociously from inside. 'Go away or I'll set my dogs on you!' a man's angry voice calls out. If you want to knock on the door again, turn to **121**. If you would rather continue walking east along the riverbank, turn to **6**.



389

You yell at Goose to jump on the revolving throne. He leaps on to it, holding on as it rotates before coming to a stop in a new tunnel which is lit by luminous crystals on the ceiling. The tunnel is very narrow and you are forced to walk along it in single file. It twists and turns and you lose your sense of direction. At one point you pass a human skeleton wearing armour. It is chained to the wall with a sign above it which says 'Eat Me' in Orcish. 'It looks like somebody did,' Goose says half-jokingly. Lying on the floor next to the skeleton there is a shield made of polished steel; you can see your face in the reflection. You decide to take the shield, telling Goose that you don't think its previous owner would mind. Add 1 to your Attack Strength during combat.

You press on until you come to the end of the tunnel, where you see a three-by-three boxed grid carved into the rock wall with each box containing a number.

| | | |
|---|---|---|
| 2 | 7 | 6 |
| 9 | 5 | 1 |
| 4 | 3 | 8 |

There is a rhyme inscribed in the rock below the numbers which reads:

*Up down*
*Left right*
*Say the number*
*See the light*

If you know the number, turn to that paragraph number now. If you do not know the number, turn to **238**.



**390**

Outside, some of the locals are looking in shop windows, whilst others are standing together happily chatting. Nobody seems interested in you when you leave the Illusionist and walk up the street. Turn to **202**.



**391**

Ruby thanks you for the 2 Gold Pieces. She crosses her arms and says in a soft voice, 'If four carpenters can make four tables in four days, how many tables can eight carpenters make in eight days?' If you know the answer, turn to that paragraph number. If you do not know the answer, turn to **173**.



**392**

When you get to the top of the street, you see that it continues downhill all the way to a gated stone archway which leads out of town. Most of the houses you see are in a poor state of repair. A door opens to a house with small, dirty windows on the right-hand side of the street. An old lady appears at the doorway, hunched over her walking stick. She calls to you as you walk by, but you ignore her. Towards the bottom of the street, you see an ugly bunch of people standing next to a barrel. You decide to give up on looking for Marik Om-Yash, and hurry past the crowd and out of town through the archway. Turn to **270**.



*A party of Centaurs is galloping towards you*



**393**

Whilst walking along the riverbank, you become aware of the sound of thundering hooves coming from the north. You turn your head and see a cloud of dust rising up in the distance. A party of CENTAURS is galloping towards you with their spears raised in the air. Part man, part horse, they hunt in groups, picking off easy prey to steal their belongings. As they draw closer, you see there are at least six of them, with their leader galloping ahead, brandishing a spear and a shield. If you want to stand your ground and fight them, turn to **336**. If you want to dive into the river and swim to the far bank, turn to **241**.

**394**

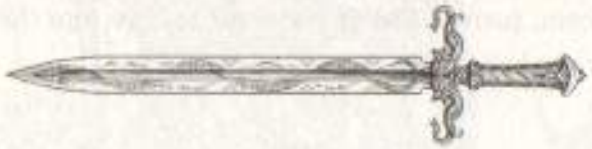
You put on the leggings and pull the tunic hood over your head and walk casually into Anvil. You wander through the streets with your face hidden from view and soon find your way back to the market. *Test Your Luck*. If you are Lucky, turn to **65**. If you are Unlucky, turn to **268**.

**395**

You carry on walking and see that the tunnel comes to a dead end some fifteen metres ahead. You notice that there are some markings chiselled on the rock face at the end. If you want to inspect the markings, turn to **300**. If you would rather turn back and go inside the other cave, turn to **54**.

### 396

You wander over to where jugglers, magicians, storytellers and minstrels are entertaining a large crowd of people, occasionally pausing to pass round a hat or tin to collect coins from the onlookers. In the middle of them all, a mighty thewed bare-chested Barbarian is about to attempt to swallow a sword. You decide to join the circle of onlookers to get a better view. *Test Your Luck*. If you are Lucky, turn to **14**. If you are Unlucky, turn to **178**.



### 397

A clock chimes loudly when you enter the shop, and you see a short, stocky man with ruddy cheeks in a white apron standing in front of a longcase clock, winding it up with a brass key. 'This old clock used to keep perfect time and now it loses five minutes a day,' he says in a disgruntled voice. 'But if you like this old timepiece, I would be prepared to sell it to you for a bargain price.' You reply that you are not really looking to buy a clock. The man frowns and says, 'Well, why have you come in?' If you want to ask him if he knows Marik Om-Yash and where he might live, turn to **46**. If you want to ask him if he has any spare keys to sell, turn to **122**.



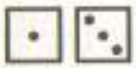
### 398

You slide the gauntlet from the skeleton's arm and slowly pull it on to your own arm. It fits perfectly and you feel pleased with your new armour. But the gauntlet is cursed and will reduce your sword-fighting ability, as it did to its previous owner. Lose 2 SKILL points and 1 LUCK point. If you have not done so already, will you take the sword (turn to **67**), take the pouch (turn to **100**) or look at the gravestones (turn to **189**)? If you would rather leave the tomb and walk into Hamelin, turn to **26**.



### 399

Your temperature rises as you rummage through your backpack to find the bottle of tonic. You pull the cork out with your teeth and gulp down the entire contents of the bottle. You wait nervously for a few moments, wondering if the tonic was genuine or if you were sold a bottle of coloured water. You breathe a sigh of relief when the tonic starts to work. Your temperature drops and you soon feel well again. You search the storeroom and discover a trapdoor under a pile of old sacks. You lift up the trapdoor and see a wooden staircase leading down to a gloomy, musty-smelling cellar. If you want to go down to the cellar, turn to **250**. If you would rather leave the warehouse and walk on, turn to **172**.



400

You help Goose to his feet, and although he is bruised and battered, he manages to limp back to his horse. You take the reins and ride into Hamelin to the mayor's office to recount the story of the Iron Giants. The mayor sends her guards out to find the fallen giants, and the guards return an hour later and confirm it is true what you say. The mayor thanks you profusely for saving Hamelin and declares a public holiday for the next day, with a festival to be held in your honour in the town square. She instructs Hamelin's finest blacksmiths to forge bronze statues of you both to be erected in front of the town hall and gives orders for you to be given 200 Gold Pieces and the finest hospitality that Hamelin has to offer. After a hearty meal and a long sleep in the best inn in town, you enjoy a day of music and merriment at the festival where the mayor gives a speech onstage praising your heroic deeds. You are cheered and hugged by everybody you meet and are given so many gifts that you need help in carrying them. Occasionally, Goose can't resist saying 'I told you so!' to some of the hecklers he recognizes from the day before, but by early evening they are all the best of friends, and go off to a tavern to eat, drink, sing and listen to Goose's story about the Iron Giants long into the night. As the sun goes down, you begin to think about your next adventure. The Iron Giants have been defeated, Allansia is safe, and you have a fortune in gold. It crosses your mind to build a castle



and hang up your sword, but deep down in your heart you know that once an adventurer, always an adventurer. May your STAMINA never fail.



# HOW TO FIGHT THE CREATURES IN SHADOW OF THE GIANTS

YOU have been preparing for your quest by practising your swordplay and building up your strength and STAMINA. You possess a sword and a backpack containing Provisions (food and drink) to help sustain you during your adventure. Before setting off, you must first roll dice to record your SKILL, STAMINA and LUCK scores on your *Adventure Sheet* on page 280, which you should also use to keep a record of the items you find on your adventure. Use the *Enemy Encounter Sheet* on page 281 to record combat with monsters during the adventure. Write your scores in pencil or make photocopies of the blank *Adventure Sheet* and *Enemy Encounter Sheet* to use in future adventures.

## SKILL, STAMINA AND LUCK

To determine your Initial SKILL, STAMINA and LUCK scores:

- Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.
- Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box.
- Roll one die. Add 6 to this number and enter this total in the LUCK box.

SKILL reflects your swordsmanship and fighting expertize; the higher the better. STAMINA represents your strength; the higher your STAMINA, the longer you should survive. LUCK represents how lucky a person you are; the higher your LUCK score, the luckier you will be.

SKILL, STAMINA and LUCK scores increase and decrease during an adventure, and you must keep an accurate record of them. Although you may gain additional SKILL, STAMINA and LUCK points during the adventure, your Initial scores may never be exceeded unless special instructions are given.





## BATTLES

When you are told to fight a creature, you must resolve the battle as described below. First, write down the enemy's SKILL and STAMINA scores in an empty box on the *Enemy Encounter Sheet* found on page 281 and make a note of your own SKILL and STAMINA scores. The sequence of combat is then:

1. Roll the two dice for your enemy and add the total to its SKILL score. This is your enemy's Attack Strength.

2. Roll the two dice for yourself and add the total to your current SKILL. This is your Attack Strength.

3. Whose Attack Strength is higher? If your Attack Strength is higher, you have wounded your enemy – go to 4. If the enemy's Attack Strength is higher, it has wounded you – go to 5. If both are the same, you have both missed – start the next Attack Round from step 1 above.

4. If you wounded your enemy, subtract 2 points from the **enemy's** STAMINA score. You may use LUCK here to do additional damage (see 'Using Luck in Battles' below).

5. If your enemy wounded you, subtract 2 points from **your** STAMINA score. You may use LUCK to minimize

the damage (see 'Using Luck in Battles' below).

6. Make the appropriate changes to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK) and begin the next Attack Round (repeat steps 1–6).

7. This continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

## ESCAPING FROM BATTLES

During certain battles you will be given the option to Escape. If you think you are going to be defeated, you may Escape, but you must lose 2 STAMINA points, as your opponent is deemed to have wounded you as you flee.

## LUCK

At various times during your adventure, you will be told to *Test Your Luck*. LUCK plays a part in deciding what happens to you.



## HOW TO TEST YOUR LUCK

Roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been *Lucky*. If the number rolled is higher than your current LUCK score, you have been *Unlucky*. The consequences of being *Lucky* or *Unlucky* will be found in the paragraph you are sent to. Each time you *Test Your Luck*, you must subtract one point from your current LUCK score. The more you rely on luck, the riskier this becomes.

## USING LUCK IN BATTLES

During battles, you have the option of using your LUCK either to score a more serious wound on a creature, or to minimize the effects of a wound the creature has just scored on you.

If you wounded the creature: you may *Test Your Luck* as described above. If you are *Lucky*, subtract an extra 2 points from the creature's STAMINA score (i.e. 4 instead of 2 normally). But if you are *Unlucky*, you must restore 1 point to the creature's STAMINA (so instead of causing 2 points of damage, you have only caused 1).

If you were wounded by the creature: you may *Test Your*

*Luck* to try to minimize the wound. If you are *Lucky*, restore 1 point of your STAMINA (i.e. instead of causing 2 points of damage, it has only caused 1). If you are *Unlucky*, subtract 1 extra STAMINA point.

Don't forget to subtract 1 point from your LUCK score each time you *Test Your Luck*.

## RESTORING SKILL, STAMINA AND LUCK

### SKILL

Occasionally, an event may alter your SKILL score. For example, a Magic Sword may increase your SKILL, but remember that only one weapon can be used at a time. You cannot claim 2 SKILL bonuses for carrying two Magic Swords.

Drinking the Potion of Skill (see 'Potions' below) will restore your SKILL to its Initial level.





### STAMINA AND PROVISIONS

Your STAMINA score will change a lot during the adventure. As you near your goal, your STAMINA level may be dangerously low, so be careful!

You start the game with enough Provisions for ten meals. You may only eat one meal at a time. When you have a meal, add 4 points to your STAMINA score and reduce your Provisions total by one. Keep a record of your Provisions in the box provided on the *Adventure Sheet*. Remember to use your Provisions wisely.

Drinking the Potion of Strength (see 'Potions' below) will restore your STAMINA to its Initial level.

### LUCK

Your LUCK score will change during your adventure. For example, you may find a lucky charm which adds to your LUCK score. Or an evil spell might reduce your LUCK score.

Drinking the Potion of Luck (see 'Potions' below) will restore your LUCK to its Initial level.

## POTIONS

You begin your adventure with a sword and a backpack containing Provisions (food and drink). You will find gold, treasure, weapons, armour and artefacts on your adventure. But not all items will help you on your quest. Some might even harm you!

You may also take a Magic Potion which will aid you on your quest. Each bottle of potion contains enough for one measure, i.e. it can only be used once during an adventure. Choose ONE of the following:

A Potion of Skill restores SKILL points to their Initial level

A Potion of Stamina restores STAMINA points to their Initial level

A Potion of Luck restores LUCK points to their Initial level

These potions may be taken at any time during the adventure but not during combat.



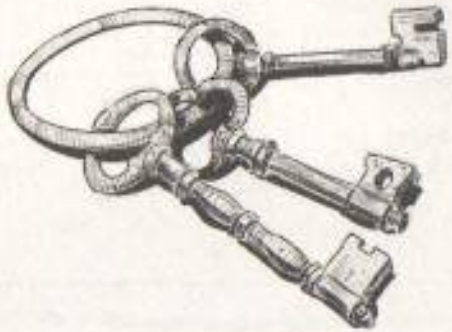
## HINTS ON PLAY

There is 'one true way' through *Shadow of the Giants* and it will probably take you several attempts to find it. Making notes and drawing a map as you explore will help you on your quest.

Not all locations contain treasure. Some contain deadly traps and creatures. There are several 'wild-goose chase' passages, and while you may progress through to your ultimate destination, winning is not guaranteed.

The 'one true way' involves a minimum of risk and even with low Initial dice rolls, you should be able to win.

Good LUCK on your adventure and may your STAMINA never fail!



# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
|---|---|---|
| *Initial Skill =* | *Initial Stamina =* | *Initial Luck =* |

| EQUIPMENT AND TREASURE | GOLD |
|---|---|
| | JEWELS |
| | POTIONS |
| | PROVISIONS |

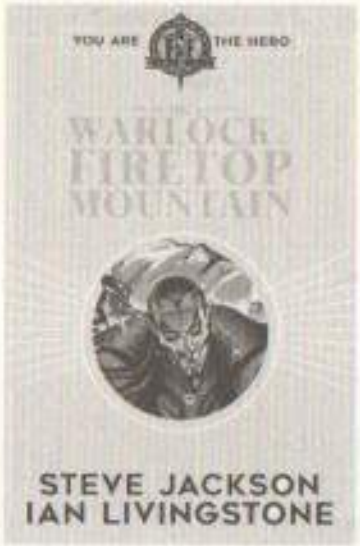
# ENEMY ENCOUNTER SHEET

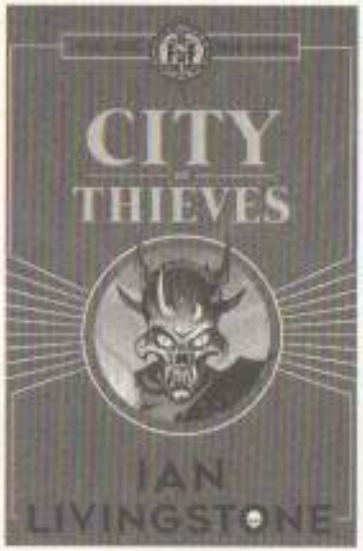
| | | |
|---|---|---|
| MONSTER:<br>*Skill =*<br>*Stamina =* | MONSTER:<br>*Skill =*<br>*Stamina =* | MONSTER:<br>*Skill =*<br>*Stamina =* |
| MONSTER:<br>*Skill =*<br>*Stamina =* | MONSTER:<br>*Skill =*<br>*Stamina =* | MONSTER:<br>*Skill =*<br>*Stamina =* |
| MONSTER:<br>*Skill =*<br>*Stamina =* | MONSTER:<br>*Skill =*<br>*Stamina =* | MONSTER:<br>*Skill =*<br>*Stamina =* |
| MONSTER:<br>*Skill =*<br>*Stamina =* | MONSTER:<br>*Skill =*<br>*Stamina =* | MONSTER:<br>*Skill =*<br>*Stamina =* |

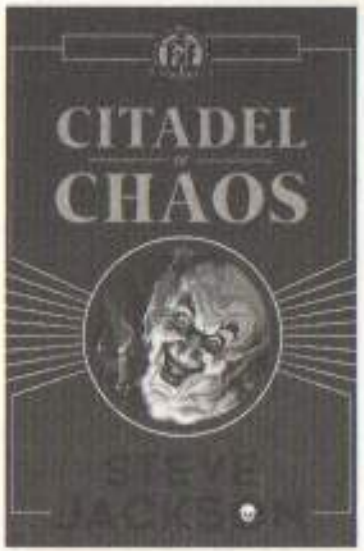
YOU ARE THE HERO

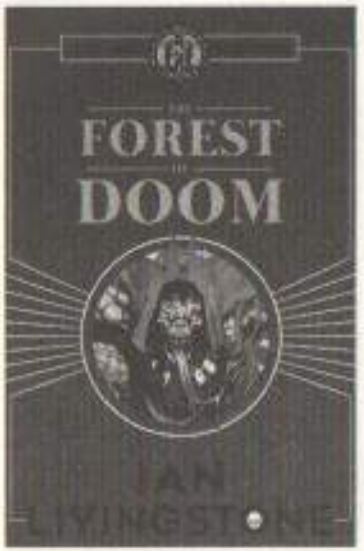
FIGHTING FANTASY

COLLECT THEM ALL, BRAVE ADVENTURER!



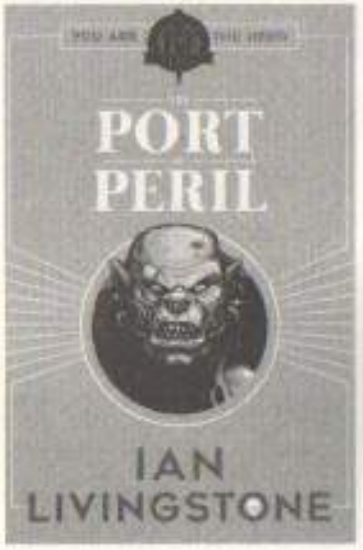



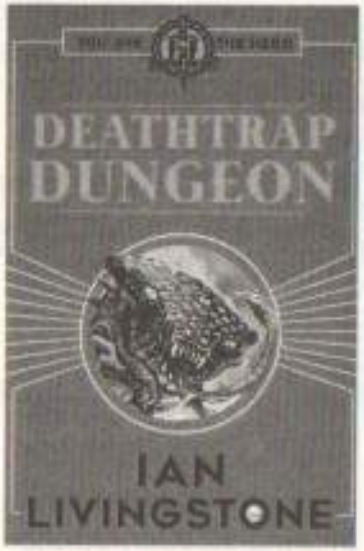









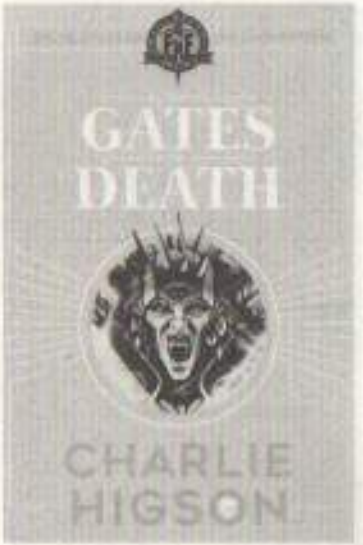

CREATURE
HAVOC
STEVE
JACKSON


DEATHTRAP
DUNGEON
IAN
LIVINGSTONE

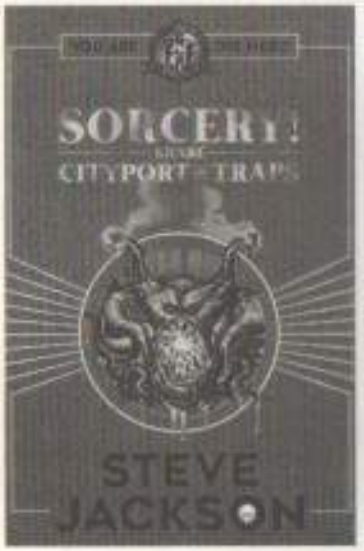

STEVE
JACKSON

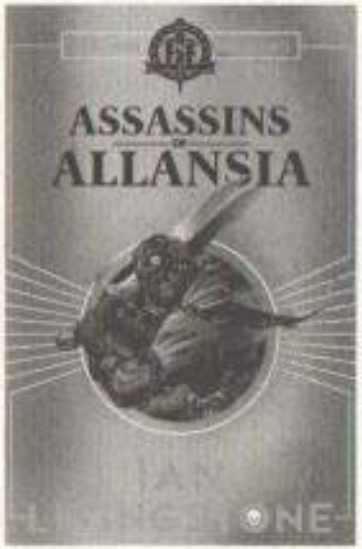

ISLAND
LIZARD
KING
IAN
LIVINGSTONE


SORCERY!
SHAMUTANTI
HILLS
STEVE
JACKSON

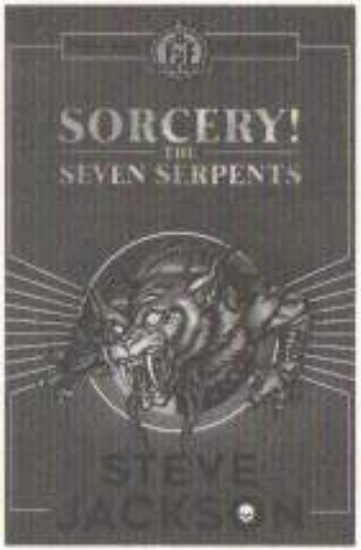

GATES
DEATH
CHARLIE
HIGSON

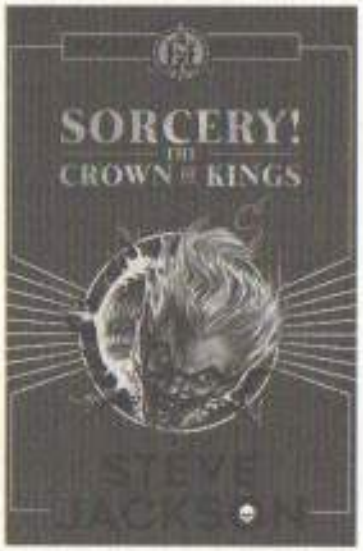

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STEVE
JACKSON

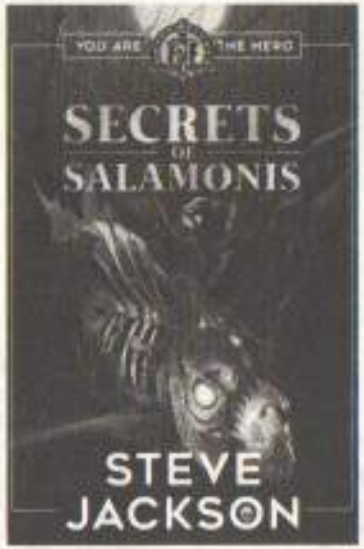

ASSASSINS
OF
ALLANSIA


YOU ARE THE HERO
IAN
LIVINGSTONE


SORCERY!
THE
SEVEN SERPENTS
STEVE
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Are the Iron Giants invincible or can YOU find a way to defeat them?

MAY YOUR STAMINA
NEVER FAIL!

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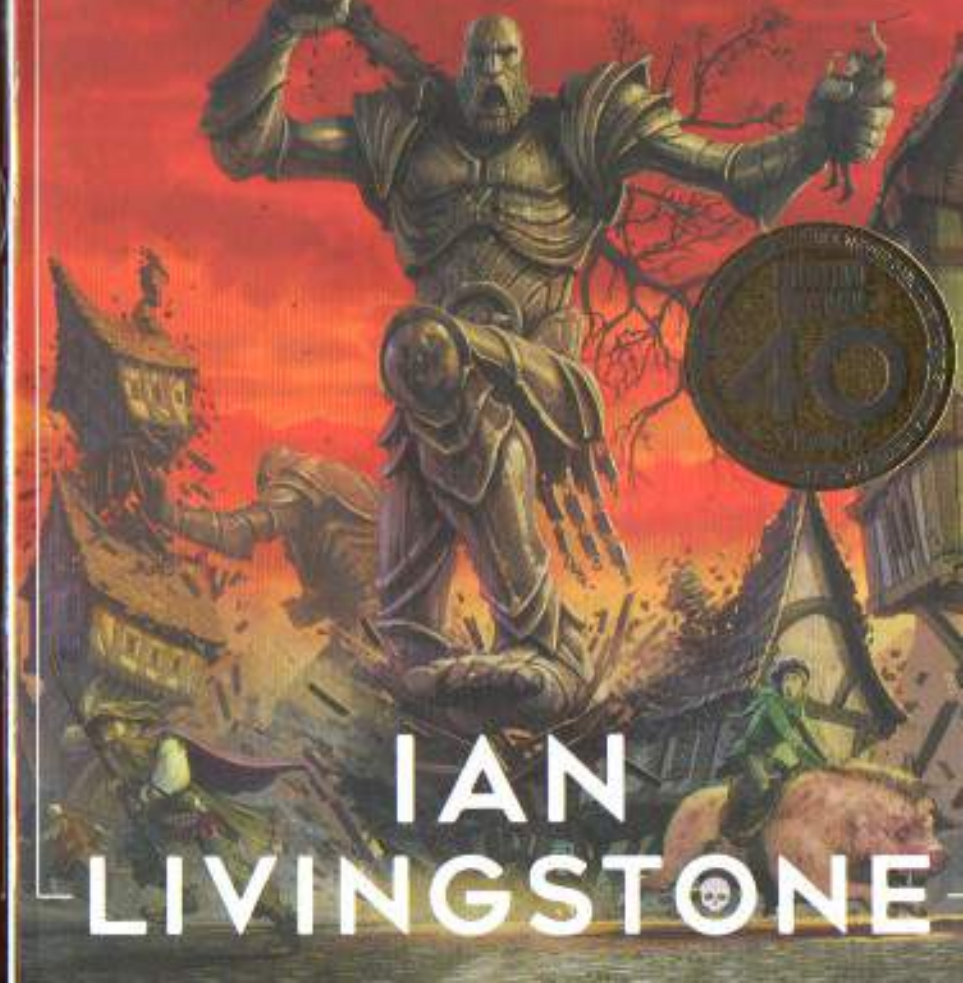
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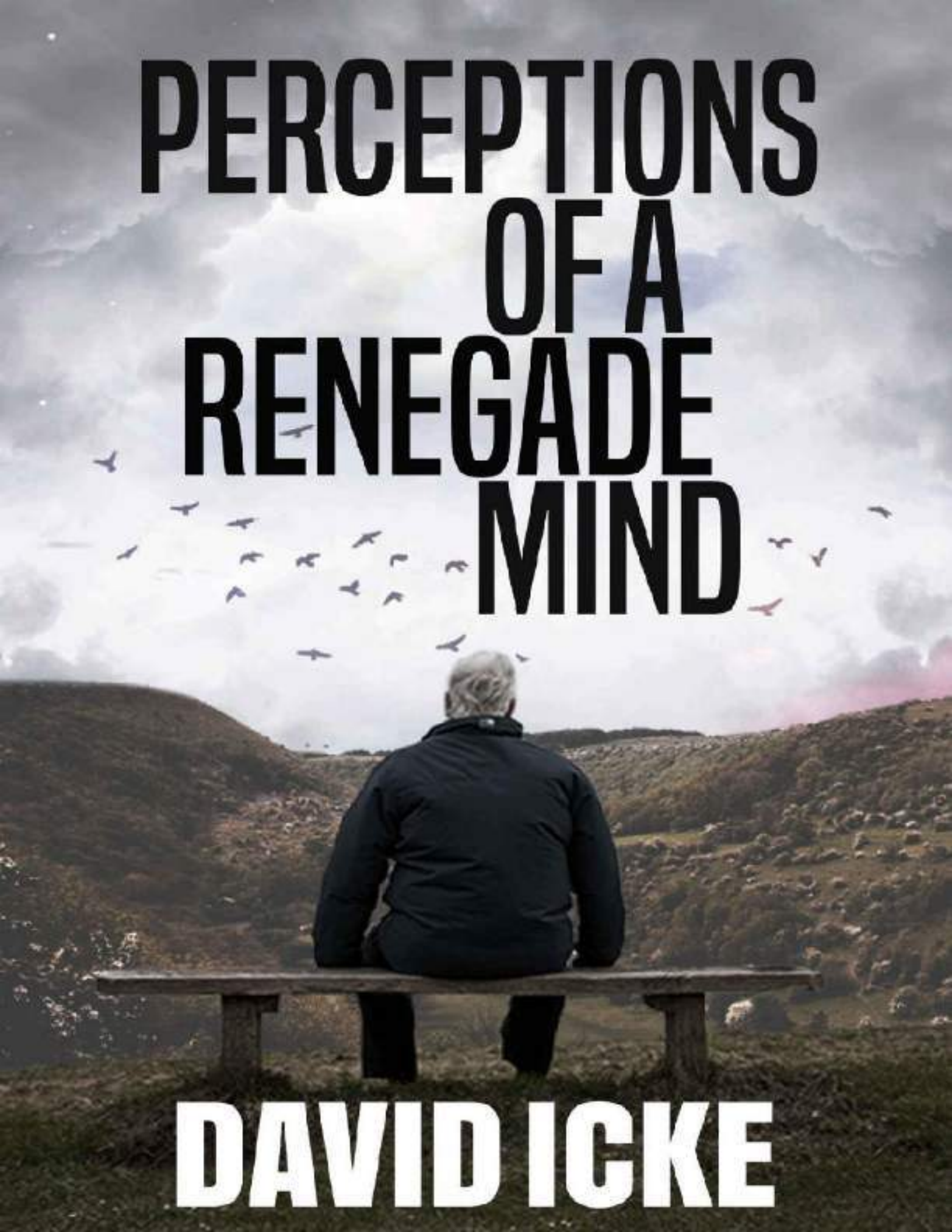
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# SHADOW OF THE GIANTS

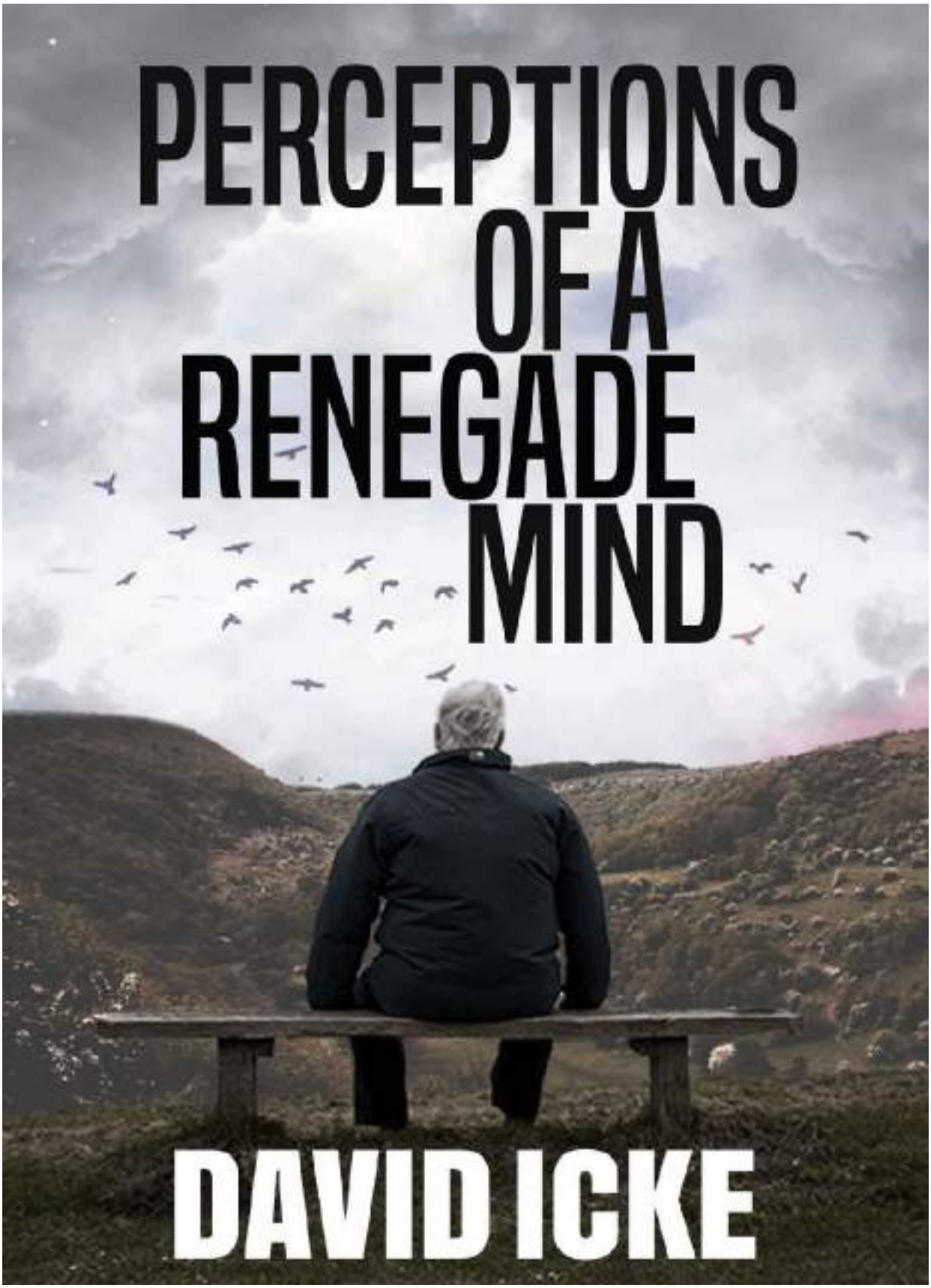


IAN LIVINGSTONE

# PERCEPTIONS OF A RENEGADE MIND



DAVID ICKE


PERCEPTIONS
OF A
RENEGADE
MIND
DAVID ICKE

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# RENEGADE

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**Renegade:**
Adjective
‘Having rejected tradition: Unconventional.’
**Merriam-Webster Dictionary**

## Acquiescence to tyranny is the death of the spirit

You may be 38 years old, as I happen to be. And one day, some great opportunity stands before you and calls you to stand up for some great principle, some great issue, some great cause. And you refuse to do it because you are afraid … You refuse to do it because you want to live longer … You're afraid that you will lose your job, or you are afraid that you will be criticised or that you will lose your popularity, or you're afraid that somebody will stab you, or shoot at you or bomb your house; so you refuse to take the stand.

Well, you may go on and live until you are 90, but you're just as dead at 38 as you would be at 90. And the cessation of breathing in your life is but the belated announcement of an earlier death of the spirit.

**Martin Luther King**

## How the few control the many and always have – the many do whatever they're told

'Forward, the Light Brigade!'
Was there a man dismayed?
Not though the soldier knew
Someone had blundered.
Theirs not to make reply,
Theirs not to reason why,
Theirs but to do and die.
Into the valley of Death
Rode the six hundred.

Cannon to right of them,
Cannon to left of them,
Cannon in front of them
Volleyed and thundered;
Stormed at with shot and shell,
Boldly they rode and well,
Into the jaws of Death,
Into the mouth of hell
Rode the six hundred

**Alfred Lord Tennyson (1809-1892)**

The mist is lifting slowly
I can see the way ahead
And I've left behind the empty streets
That once inspired my life
And the strength of the emotion
Is like thunder in the air
'Cos the promise that we made each other
Haunts me to the end

The secret of your beauty
And the mystery of your soul
I've been searching for in everyone I meet
And the times I've been mistaken
It's impossible to say
And the grass is growing
Underneath our feet

The words that I remember
From my childhood still are true
That there's none so blind
As those who will not see
And to those who lack the courage
And say it's dangerous to try
Well they just don't know
That love eternal will not be denied

I know you're out there somewhere
Somewhere, somewhere
I know you're out there somewhere

Somewhere you can hear my voice
I know I'll find you somehow
Somehow, somehow
I know I'll find you somehow
And somehow I'll return again to you

**The Moody Blues**

**Are you a gutless wonder - or a Renegade Mind?**

Monuments put from pen to paper,
Turns me into a gutless wonder,
And if you tolerate this,
Then your children will be next.
Gravity keeps my head down,
Or is it maybe shame ...

**Manic Street Preachers**

Rise like lions after slumber
In unvanquishable number.
Shake your chains to earth like dew
Which in sleep have fallen on you.
Ye are many – they are few.

**Percy Shelley**

# Contents


CHAPTER 1 'I'm thinking' – Oh, but *are* you?
CHAPTER 2 Renegade perception
CHAPTER 3 The Pushbacker sting
CHAPTER 4 'Covid': The calculated catastrophe
CHAPTER 5 There *is no* 'virus'
CHAPTER 6 Sequence of deceit
CHAPTER 7 War on your mind
CHAPTER 8 'Reframing' insanity
CHAPTER 9 We must have it? So what is it?
CHAPTER 10 Human 2.0
CHAPTER 11 Who controls the Cult?
CHAPTER 12 Escaping Wetiko

POSTSCRIPT
APPENDIX Cowan-Kaufman-Morell Statement on Virus Isolation
BIBLIOGRAPHY
INDEX

## CHAPTER ONE

# I'm thinking' – Oh, but *are* you?

***Think for yourself and let others enjoy the privilege of doing so too***
**Voltaire**

French-born philosopher, mathematician and scientist René Descartes became famous for his statement in Latin in the 17th century which translates into English as: 'I think, therefore I am.'

On the face of it that is true. Thought reflects perception and perception leads to both behaviour and self-identity. In that sense 'we' are what we think. But who or what is doing the thinking and is thinking the only route to perception? Clearly, as we shall see, 'we' are not always the source of 'our' perception, indeed with regard to humanity as a whole this is rarely the case; and thinking is far from the only means of perception. Thought is the village idiot compared with other expressions of consciousness that we all have the potential to access and tap into. This has to be true when we *are* those other expressions of consciousness which are infinite in nature. We have forgotten this, or, more to the point, been manipulated to forget.

These are not just the esoteric musings of the navel. The whole foundation of human control and oppression is control of perception. Once perception is hijacked then so is behaviour which is dictated by perception. Collective perception becomes collective behaviour and collective behaviour is what we call human society. Perception is all and those behind human control know that which is

why perception is the target 24/7 of the psychopathic manipulators that I call the Global Cult. They know that if they dictate perception they will dictate behaviour and collectively dictate the nature of human society. They are further aware that perception is formed from information received and if they control the circulation of information they will to a vast extent direct human behaviour. Censorship of information and opinion has become globally Nazi-like in recent years and never more blatantly than since the illusory 'virus pandemic' was triggered out of China in 2019 and across the world in 2020. Why have billions submitted to house arrest and accepted fascistic societies in a way they would have never believed possible? Those controlling the information spewing from government, mainstream media and Silicon Valley (all controlled by the same Global Cult networks) told them they were in danger from a 'deadly virus' and only by submitting to house arrest and conceding their most basic of freedoms could they and their families be protected. This monumental and provable lie became the *perception* of the billions and therefore the *behaviour* of the billions. In those few words you have the whole structure and modus operandi of human control. Fear is a perception – **F**alse **E**motion **A**ppearing **R**eal – and fear is the currency of control. In short … get them by the balls (or give them the impression that you have) and their hearts and minds will follow. Nothing grips the dangly bits and freezes the rear-end more comprehensively than fear.

## World number 1

There are two 'worlds' in what appears to be one 'world' and the prime difference between them is knowledge. First we have the mass of human society in which the population is maintained in coldly-calculated ignorance through control of information and the 'education' (indoctrination) system. That's all you really need to control to enslave billions in a perceptual delusion in which what are perceived to be *their* thoughts and opinions are ever-repeated mantras that the system has been downloading all their lives through 'education', media, science, medicine, politics and academia

in which the personnel and advocates are themselves overwhelmingly the perceptual products of the same repetition. Teachers and academics in general are processed by the same programming machine as everyone else, but unlike the great majority they never leave the 'education' program. It gripped them as students and continues to grip them as programmers of subsequent generations of students. The programmed become the programmers – the programmed programmers. The same can largely be said for scientists, doctors and politicians and not least because as the American writer Upton Sinclair said: 'It is difficult to get a man to understand something when his salary depends upon his not understanding it.' If your career and income depend on thinking the way the system demands then you will – bar a few free-minded exceptions – concede your mind to the Perceptual Mainframe that I call the Postage Stamp Consensus. This is a tiny band of perceived knowledge and possibility 'taught' (downloaded) in the schools and universities, pounded out by the mainstream media and on which all government policy is founded. Try thinking, and especially speaking and acting, outside of the 'box' of consensus and see what that does for your career in the Mainstream Everything which bullies, harasses, intimidates and ridicules the population into compliance. Here we have the simple structure which enslaves most of humanity in a perceptual prison cell for an entire lifetime and I'll go deeper into this process shortly. Most of what humanity is taught as fact is nothing more than programmed belief. American science fiction author Frank Herbert was right when he said: 'Belief can be manipulated. Only knowledge is dangerous.' In the 'Covid' age belief is promoted and knowledge is censored. It was always so, but never to the extreme of today.

## World number 2

A 'number 2' is slang for 'doing a poo' and how appropriate that is when this other 'world' is doing just that on humanity every minute of every day. World number 2 is a global network of secret societies and semi-secret groups dictating the direction of society via

governments, corporations and authorities of every kind. I have spent more than 30 years uncovering and exposing this network that I call the Global Cult and knowing its agenda is what has made my books so accurate in predicting current and past events. Secret societies are secret for a reason. They want to keep their hoarded knowledge to themselves and their chosen initiates and to hide it from the population which they seek through ignorance to control and subdue. The whole foundation of the division between World 1 and World 2 is *knowledge*. What number 1 knows number 2 must not. Knowledge they have worked so hard to keep secret includes (a) the agenda to enslave humanity in a centrally-controlled global dictatorship, and (b) the nature of reality and life itself. The latter (b) must be suppressed to allow the former (a) to prevail as I shall be explaining. The way the Cult manipulates and interacts with the population can be likened to a spider's web. The 'spider' sits at the centre in the shadows and imposes its will through the web with each strand represented in World number 2 by a secret society, satanic or semi-secret group, and in World number 1 – the world of the seen – by governments, agencies of government, law enforcement, corporations, the banking system, media conglomerates and Silicon Valley (Fig 1 overleaf). The spider and the web connect and coordinate all these organisations to pursue the same global outcome while the population sees them as individual entities working randomly and independently. At the level of the web governments *are* the banking system *are* the corporations *are* the media *are* Silicon Valley *are* the World Health Organization working from their inner cores as one unit. Apparently unconnected countries, corporations, institutions, organisations and people are on the *same team* pursuing the same global outcome. Strands in the web immediately around the spider are the most secretive and exclusive secret societies and their membership is emphatically restricted to the Cult inner-circle emerging through the generations from particular bloodlines for reasons I will come to. At the core of the core you would get them in a single room. That's how many people are dictating the direction of human society and its transformation

through the ‘Covid’ hoax and other means. As the web expands out from the spider we meet the secret societies that many people will be aware of – the Freemasons, Knights Templar, Knights of Malta, Opus Dei, the inner sanctum of the Jesuit Order, and such like. Note how many are connected to the Church of Rome and there is a reason for that. The Roman Church was established as a revamp, a rebranding, of the relocated ‘Church’ of Babylon and the Cult imposing global tyranny today can be tracked back to Babylon and Sumer in what is now Iraq.




**Figure 1:** The global web through which the few control the many. (Image Neil Hague.)

Inner levels of the web operate in the unseen away from the public eye and then we have what I call the cusp organisations located at the point where the hidden meets the seen. They include a series of satellite organisations answering to a secret society founded in London in the late 19th century called the Round Table and among them are the Royal Institute of International Affairs (UK, founded in 1920); Council on Foreign Relations (US, 1921); Bilderberg Group (worldwide, 1954); Trilateral Commission (US/worldwide, 1972); and the Club of Rome (worldwide, 1968) which was created to exploit environmental concerns to justify the centralisation of global power to ‘save the planet’. The Club of Rome instigated with others the human-caused climate change hoax which has led to all the ‘green

new deals' demanding that very centralisation of control. Cusp organisations, which include endless 'think tanks' all over the world, are designed to coordinate a single global policy between political and business leaders, intelligence personnel, media organisations and anyone who can influence the direction of policy in their own sphere of operation. Major players and regular attenders will know what is happening – or some of it – while others come and go and are kept overwhelmingly in the dark about the big picture. I refer to these cusp groupings as semi-secret in that they can be publicly identified, but what goes on at the inner-core is kept very much 'in house' even from most of their members and participants through a fiercely-imposed system of compartmentalisation. Only let them know what they need to know to serve your interests and no more. The structure of secret societies serves as a perfect example of this principle. Most Freemasons never get higher than the bottom three levels of 'degree' (degree of knowledge) when there are 33 official degrees of the Scottish Rite. Initiates only qualify for the next higher 'compartment' or degree if those at that level choose to allow them. Knowledge can be carefully assigned only to those considered 'safe'. I went to my local Freemason's lodge a few years ago when they were having an 'open day' to show how cuddly they were and when I chatted to some of them I was astonished at how little the rank and file knew even about the most ubiquitous symbols they use. The mushroom technique – keep them in the dark and feed them bullshit – applies to most people in the web as well as the population as a whole. Sub-divisions of the web mirror in theme and structure transnational corporations which have a headquarters somewhere in the world dictating to all their subsidiaries in different countries. Subsidiaries operate in their methodology and branding to the same centrally-dictated plan and policy in pursuit of particular ends. The Cult web functions in the same way. Each country has its own web as a subsidiary of the global one. They consist of networks of secret societies, semi-secret groups and bloodline families and their job is to impose the will of the spider and the global web in their particular country. Subsidiary networks control and manipulate the national political system, finance, corporations, media, medicine, etc. to

ensure that they follow the globally-dictated Cult agenda. These networks were the means through which the 'Covid' hoax could be played out with almost every country responding in the same way.

## The 'Yessir' pyramid

Compartmentalisation is the key to understanding how a tiny few can dictate the lives of billions when combined with a top-down sequence of imposition and acquiescence. The inner core of the Cult sits at the peak of the pyramidal hierarchy of human society (Fig 2 overleaf). It imposes its will – its agenda for the world – on the level immediately below which acquiesces to that imposition. This level then imposes the Cult will on the level below them which acquiesces and imposes on the next level. Very quickly we meet levels in the hierarchy that have no idea there even is a Cult, but the sequence of imposition and acquiescence continues down the pyramid in just the same way. 'I don't know why we are doing this but the order came from "on-high" and so we better just do it.' Alfred Lord Tennyson said of the cannon fodder levels in his poem *The Charge of the Light Brigade*: 'Theirs not to reason why; theirs but to do and die.' The next line says that 'into the valley of death rode the six hundred' and they died because they obeyed without question what their perceived 'superiors' told them to do. In the same way the population capitulated to 'Covid'. The whole hierarchical pyramid functions like this to allow the very few to direct the enormous many. Eventually imposition-acquiescence-imposition-acquiescence comes down to the mass of the population at the foot of the pyramid. If they acquiesce to those levels of the hierarchy imposing on them (governments/law enforcement/doctors/media) a circuit is completed between the population and the handful of super-psychopaths in the Cult inner core at the top of the pyramid. Without a circuit-breaking refusal to obey, the sequence of imposition and acquiescence allows a staggeringly few people to impose their will upon the entirety of humankind. We are looking at the very sequence that has subjugated billions since the start of 2020. Our freedom has not been taken from us. Humanity has given it

away. Fascists do not impose fascism because there are not enough of them. Fascism is imposed by the population acquiescing to fascism. Put another way allowing their perceptions to be programmed to the extent that leads to the population giving their freedom away by giving their perceptions – their mind – away. If this circuit is not broken by humanity ceasing to cooperate with their own enslavement then nothing can change. For that to happen people have to critically think and see through the lies and window dressing and then summon the backbone to act upon what they see. The Cult spends its days working to stop either happening and its methodology is systematic and highly detailed, but it can be overcome and that is what this book is all about.

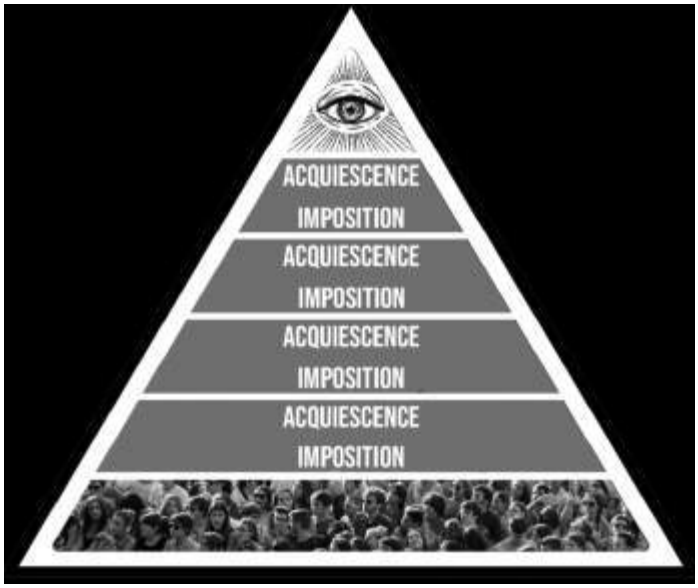



**Figure 2:** The simple sequence of imposition and compliance that allows a handful of people at the peak of the pyramid to dictate the lives of billions.

## The Life Program

Okay, back to world number 1 or the world of the 'masses'. Observe the process of what we call 'life' and it is a perceptual download from cradle to grave. The Cult has created a global structure in which perception can be programmed and the program continually topped-up with what appears to be constant confirmation that the program is indeed true reality. The important word here is 'appears'.

This is the structure, the fly-trap, the Postage Stamp Consensus or Perceptual Mainframe, which represents that incredibly narrow band of perceived possibility delivered by the 'education' system, mainstream media, science and medicine. From the earliest age the download begins with parents who have themselves succumbed to the very programming their children are about to go through. Most parents don't do this out of malevolence and mostly it is quite the opposite. They do what they believe is best for their children and that is what the program has told them is best. Within three or four years comes the major transition from parental programming to full-blown state (Cult) programming in school, college and university where perceptually-programmed teachers and academics pass on their programming to the next generations. Teachers who resist are soon marginalised and their careers ended while children who resist are called a problem child for whom Ritalin may need to be prescribed. A few years after entering the 'world' children are under the control of authority figures representing the state telling them when they have to be there, when they can leave and when they can speak, eat, even go to the toilet. This is calculated preparation for a lifetime of obeying authority in all its forms. Reflex-action fear of authority is instilled by authority from the start. Children soon learn the carrot and stick consequences of obeying or defying authority which is underpinned daily for the rest of their life. Fortunately I daydreamed through this crap and never obeyed authority simply because it told me to. This approach to my alleged 'betters' continues to this day. There can be consequences of pursuing open-minded freedom in a world of closed-minded conformity. I spent a lot of time in school corridors after being ejected from the classroom for not taking some of it seriously and now I spend a lot of time being ejected from Facebook, YouTube and Twitter. But I can tell you that being true to yourself and not compromising your self-respect is far more exhilarating than bowing to authority for authority's sake. You don't have to be a sheep to the shepherd (authority) and the sheep dog (fear of not obeying authority).

The perceptual download continues throughout the formative years in school, college and university while script-reading 'teachers', 'academics' 'scientists', 'doctors' and 'journalists' insist that ongoing generations must be as programmed as they are. Accept the program or you will not pass your 'exams' which confirm your 'degree' of programming. It is tragic to think that many parents pressure their offspring to work hard at school to download the program and qualify for the next stage at college and university. The late, great, American comedian George Carlin said: 'Here's a bumper sticker I'd like to see: We are proud parents of a child who has resisted his teachers' attempts to break his spirit and bend him to the will of his corporate masters.' Well, the best of luck finding many of those, George. Then comes the moment to leave the formal programming years in academia and enter the 'adult' world of work. There you meet others in your chosen or prescribed arena who went through the same Postage Stamp Consensus program before you did. There is therefore overwhelming agreement between almost everyone on the basic foundations of Postage Stamp reality and the rejection, even contempt, of the few who have a mind of their own and are prepared to use it. This has two major effects. Firstly, the consensus confirms to the programmed that their download is really how things are. I mean, everyone knows that, right? Secondly, the arrogance and ignorance of Postage Stamp adherents ensure that anyone questioning the program will have unpleasant consequences for seeking their own truth and not picking their perceptions from the shelf marked: 'Things you must believe without question and if you don't you're a dangerous lunatic conspiracy theorist and a harebrained nutter'.

Every government, agency and corporation is founded on the same Postage Stamp prison cell and you can see why so many people believe the same thing while calling it their own 'opinion'. Fusion of governments and corporations in pursuit of the same agenda was the definition of fascism described by Italian dictator Benito Mussolini. The pressure to conform to perceptual norms downloaded for a lifetime is incessant and infiltrates society right

down to family groups that become censors and condemners of their own 'black sheep' for not, ironically, being sheep. We have seen an explosion of that in the 'Covid' era. Cult-owned global media unleashes its propaganda all day every day in support of the Postage Stamp and targets with abuse and ridicule anyone in the public eye who won't bend their mind to the will of the tyranny. Any response to this is denied (certainly in my case). They don't want to give a platform to expose official lies. Cult-owned-and-created Internet giants like Facebook, Google, YouTube and Twitter delete you for having an unapproved opinion. Facebook boasts that its AI censors delete 97-percent of 'hate speech' before anyone even reports it. Much of that 'hate speech' will simply be an opinion that Facebook and its masters don't want people to see. Such perceptual oppression is widely known as fascism. Even Facebook executive Benny Thomas, a 'CEO Global Planning Lead', said in comments secretly recorded by investigative journalism operation Project Veritas that Facebook is 'too powerful' and should be broken up:

I mean, no king in history has been the ruler of two billion people, but Mark Zuckerberg is … And he's 36. That's too much for a 36-year-old ... You should not have power over two billion people. I just think that's wrong.

Thomas said Facebook-owned platforms like Instagram, Oculus, and WhatsApp needed to be separate companies. 'It's too much power when they're all one together'. That's the way the Cult likes it, however. We have an executive of a Cult organisation in Benny Thomas that doesn't know there is a Cult such is the compartmentalisation. Thomas said that Facebook and Google 'are no longer companies, they're countries'. Actually they are more powerful than countries on the basis that if you control information you control perception and control human society.

## I love my oppressor

Another expression of this psychological trickery is for those who realise they are being pressured into compliance to eventually

convince themselves to believe the official narratives to protect their self-respect from accepting the truth that they have succumbed to meek and subservient compliance. Such people become some of the most vehement defenders of the system. You can see them everywhere screaming abuse at those who prefer to think for themselves and by doing so reminding the compliers of their own capitulation to conformity. 'You are talking dangerous nonsense you Covidiot!!' Are you trying to convince me or yourself? It is a potent form of Stockholm syndrome which is defined as: 'A psychological condition that occurs when a victim of abuse identifies and attaches, or bonds, positively with their abuser.' An example is hostages bonding and even 'falling in love' with their kidnappers. The syndrome has been observed in domestic violence, abused children, concentration camp inmates, prisoners of war and many and various Satanic cults. These are some traits of Stockholm syndrome listed at goodtherapy.org:

- Positive regard towards perpetrators of abuse or captor [see 'Covid'].
- Failure to cooperate with police and other government authorities when it comes to holding perpetrators of abuse or kidnapping accountable [or in the case of 'Covid' cooperating with the police to enforce and defend their captors' demands].
- Little or no effort to escape [see 'Covid'].
- Belief in the goodness of the perpetrators or kidnappers [see 'Covid'].
- Appeasement of captors. This is a manipulative strategy for maintaining one's safety. As victims get rewarded – perhaps with less abuse or even with life itself – their appeasing behaviours are reinforced [see 'Covid'].
- Learned helplessness. This can be akin to 'if you can't beat 'em, join 'em'. As the victims fail to escape the abuse or captivity, they may start giving up and soon realize it's just easier for everyone if they acquiesce all their power to their captors [see 'Covid'].

- Feelings of pity toward the abusers, believing they are actually victims themselves. Because of this, victims may go on a crusade or mission to 'save' [protect] their abuser [see the venom unleashed on those challenging the official 'Covid' narrative].
- Unwillingness to learn to detach from their perpetrators and heal. In essence, victims may tend to be less loyal to themselves than to their abuser [ *definitely* see 'Covid'].

Ponder on those traits and compare them with the behaviour of great swathes of the global population who have defended governments and authorities which have spent every minute destroying their lives and livelihoods and those of their children and grandchildren since early 2020 with fascistic lockdowns, house arrest and employment deletion to 'protect' them from a 'deadly virus' that their abusers' perceptually created to bring about this very outcome. We are looking at mass Stockholm syndrome. All those that agree to concede their freedom will believe those perceptions are originating in their own independent 'mind' when in fact by conceding their reality to Stockholm syndrome they have by definition conceded any independence of mind. Listen to the 'opinions' of the acquiescing masses in this 'Covid' era and what gushes forth is the repetition of the official version of everything delivered unprocessed, unfiltered and unquestioned. The whole programming dynamic works this way. I must be free because I'm told that I am and so I think that I am.

You can see what I mean with the chapter theme of 'I'm thinking – Oh, but *are* you?' The great majority are not thinking, let alone for themselves. They are repeating what authority has told them to believe which allows them to be controlled. Weaving through this mentality is the fear that the 'conspiracy theorists' are right and this again explains the often hysterical abuse that ensues when you dare to contest the official narrative of anything. Denial is the mechanism of hiding from yourself what you don't want to be true. Telling people what they want to hear is easy, but it's an infinitely greater challenge to tell them what they would rather not be happening.

One is akin to pushing against an open door while the other is met with vehement resistance no matter what the scale of evidence. I don't want it to be true so I'll convince myself that it's not. Examples are everywhere from the denial that a partner is cheating despite all the signs to the reflex-action rejection of any idea that world events in which country after country act in exactly the same way are centrally coordinated. To accept the latter is to accept that a force of unspeakable evil is working to destroy your life and the lives of your children with nothing too horrific to achieve that end. Who the heck wants that to be true? But if we don't face reality the end is duly achieved and the consequences are far worse and ongoing than breaking through the walls of denial today with the courage to make a stand against tyranny.

## Connect the dots – but how?

A crucial aspect of perceptual programming is to portray a world in which everything is random and almost nothing is connected to anything else. Randomness cannot be coordinated by its very nature and once you perceive events as random the idea they could be connected is waved away as the rantings of the tinfoil-hat brigade. You can't plan and coordinate random you idiot! No, you can't, but you can hide the coldly-calculated and long-planned behind the *illusion* of randomness. A foundation manifestation of the Renegade Mind is to scan reality for patterns that connect the apparently random and turn pixels and dots into pictures. This is the way I work and have done so for more than 30 years. You look for similarities in people, modus operandi and desired outcomes and slowly, then ever quicker, the picture forms. For instance: There would seem to be no connection between the 'Covid pandemic' hoax and the human-caused global-warming hoax and yet they are masks (appropriately) on the same face seeking the same outcome. Those pushing the global warming myth through the Club of Rome and other Cult agencies are driving the lies about 'Covid' – Bill Gates is an obvious one, but they are endless. Why would the same people be involved in both when they are clearly not connected? Oh, but they

*are*. Common themes with personnel are matched by common goals. The 'solutions' to both 'problems' are centralisation of global power to impose the will of the few on the many to 'save' humanity from 'Covid' and save the planet from an 'existential threat' (we need 'zero Covid' and 'zero carbon emissions'). These, in turn, connect with the 'dot' of globalisation which was coined to describe the centralisation of global power in every area of life through incessant political and corporate expansion, trading blocks and superstates like the European Union. If you are the few and you want to control the many you have to centralise power and decision-making. The more you centralise power the more power the few at the centre will have over the many; and the more that power is centralised the more power those at the centre have to centralise even quicker. The momentum of centralisation gets faster and faster which is exactly the process we have witnessed. In this way the hoaxed 'pandemic' and the fakery of human-caused global warming serve the interests of globalisation and the seizure of global power in the hands of the Cult inner-circle which is behind 'Covid', 'climate change' *and* globalisation. At this point random 'dots' become a clear and obvious picture or pattern.

Klaus Schwab, the classic Bond villain who founded the Cult's Gates-funded World Economic Forum, published a book in 2020, *The Great Reset*, in which he used the 'problem' of 'Covid' to justify a total transformation of human society to 'save' humanity from 'climate change'. Schwab said: 'The pandemic represents a rare but narrow window of opportunity to reflect, reimagine, and reset our world.' What he didn't mention is that the Cult he serves is behind both hoaxes as I show in my book *The Answer*. He and the Cult don't have to reimagine the world. They know precisely what they want and that's why they destroyed human society with 'Covid' to 'build back better' in their grand design. Their job is not to imagine, but to get humanity to imagine and agree with their plans while believing it's all random. It must be pure coincidence that 'The Great Reset' has long been the Cult's code name for the global imposition of fascism and replaced previous code-names of the 'New World

Order' used by Cult frontmen like Father George Bush and the 'New Order of the Ages' which emerged from Freemasonry and much older secret societies. New Order of the Ages appears on the reverse of the Great Seal of the United States as 'Novus ordo seclorum' underneath the Cult symbol used since way back of the pyramid and all seeing-eye (Fig 3). The pyramid is the hierarchy of human control headed by the illuminated eye that symbolises the force behind the Cult which I will expose in later chapters. The term 'Annuit Coeptis' translates as 'He favours our undertaking'. We are told the 'He' is the Christian god, but 'He' is not as I will be explaining.




**Figure 3:** The all-seeing eye of the Cult 'god' on the Freemason-designed Great Seal of the United States and also on the dollar bill.

## Having you on

Two major Cult techniques of perceptual manipulation that relate to all this are what I have called since the 1990s Problem-Reaction-Solution (PRS) and the Totalitarian Tiptoe (TT). They can be uncovered by the inquiring mind with a simple question: Who benefits? The answer usually identifies the perpetrators of a given action or happening through the concept of 'he who most benefits from a crime is the one most likely to have committed it'. The Latin 'Cue bono?' – Who benefits? – is widely attributed to the Roman orator and statesman Marcus Tullius Cicero. No wonder it goes back so far when the concept has been relevant to human behaviour since

history was recorded. Problem-Reaction-Solution is the technique used to manipulate us every day by covertly creating a problem (or the illusion of one) and offering the solution to the problem (or the illusion of one). In the first phase you create the problem and blame someone or something else for why it has happened. This may relate to a financial collapse, terrorist attack, war, global warming or pandemic, anything in fact that will allow you to impose the 'solution' to change society in the way you desire at that time. The 'problem' doesn't have to be real. PRS is manipulation of perception and all you need is the population to believe the problem is real. Human-caused global warming and the 'Covid pandemic' only have to be *perceived* to be real for the population to accept the 'solutions' of authority. I refer to this technique as NO-Problem-Reaction-Solution. Billions did not meekly accept house arrest from early 2020 because there was a real deadly 'Covid pandemic' but because they perceived – believed – that to be the case. The antidote to Problem-Reaction-Solution is to ask who benefits from the proposed solution. Invariably it will be anyone who wants to justify more control through deletion of freedom and centralisation of power and decision-making.

The two world wars were Problem-Reaction-Solutions that transformed and realigned global society. Both were manipulated into being by the Cult as I have detailed in books since the mid-1990s. They dramatically centralised global power, especially World War Two, which led to the United Nations and other global bodies thanks to the overt and covert manipulations of the Rockefeller family and other Cult bloodlines like the Rothschilds. The UN is a stalking horse for full-blown world government that I will come to shortly. The land on which the UN building stands in New York was donated by the Rockefellers and the same Cult family was behind Big Pharma scalpel and drug 'medicine' and the creation of the World Health Organization as part of the UN. They have been stalwarts of the eugenics movement and funded Hitler's race-purity expert' Ernst Rudin. The human-caused global warming hoax has been orchestrated by the Club of Rome through the UN which is

manufacturing both the 'problem' through its Intergovernmental Panel on Climate Change and imposing the 'solution' through its Agenda 21 and Agenda 2030 which demand the total centralisation of global power to 'save the world' from a climate hoax the United Nations is itself perpetrating. What a small world the Cult can be seen to be particularly among the inner circles. The bedfellow of Problem-Reaction-Solution is the Totalitarian Tiptoe which became the Totalitarian Sprint in 2020. The technique is fashioned to hide the carefully-coordinated behind the cover of apparently random events. You start the sequence at 'A' and you know you are heading for 'Z'. You don't want people to know that and each step on the journey is presented as a random happening while all the steps strung together lead in the same direction. The speed may have quickened dramatically in recent times, but you can still see the incremental approach of the Tiptoe in the case of 'Covid' as each new imposition takes us deeper into fascism. Tell people they have to do this or that to get back to 'normal', then this and this and this. With each new demand adding to the ones that went before the population's freedom is deleted until it disappears. The spider wraps its web around the flies more comprehensively with each new diktat. I'll highlight this in more detail when I get to the 'Covid' hoax and how it has been pulled off. Another prime example of the Totalitarian Tiptoe is how the Cult-created European Union went from a 'free-trade zone' to a centralised bureaucratic dictatorship through the Tiptoe of incremental centralisation of power until nations became mere administrative units for Cult-owned dark suits in Brussels.

The antidote to ignorance is knowledge which the Cult seeks vehemently to deny us, but despite the systematic censorship to that end the Renegade Mind can overcome this by vociferously seeking out the facts no matter the impediments put in the way. There is also a method of thinking and perceiving – *knowing* – that doesn't even need names, dates, place-type facts to identify the patterns that reveal the story. I'll get to that in the final chapter. All you need to know about the manipulation of human society and to what end is still out there – *at the time of writing* – in the form of books, videos

and websites for those that really want to breach the walls of programmed perception. To access this knowledge requires the abandonment of the mainstream media as a source of information in the awareness that this is owned and controlled by the Cult and therefore promotes mass perceptions that suit the Cult. Mainstream media lies all day, every day. That is its function and very reason for being. Where it does tell the truth, here and there, is only because the truth and the Cult agenda very occasionally coincide. If you look for fact and insight to the BBC, CNN and virtually all the rest of them you are asking to be conned and perceptually programmed.

## Know the outcome and you'll see the journey

Events seem random when you have no idea where the world is being taken. Once you do the random becomes the carefully planned. Know the outcome and you'll see the journey is a phrase I have been using for a long time to give context to daily happenings that appear unconnected. Does a problem, or illusion of a problem, trigger a proposed 'solution' that further drives society in the direction of the outcome? Invariably the answer will be yes and the random – *abracadabra* – becomes the clearly coordinated. So what is this outcome that unlocks the door to a massively expanded understanding of daily events? I will summarise its major aspects – the fine detail is in my other books – and those new to this information will see that the world they thought they were living in is a very different place. The foundation of the Cult agenda is the incessant centralisation of power and all such centralisation is ultimately in pursuit of Cult control on a global level. I have described for a long time the planned world structure of top-down dictatorship as the Hunger Games Society. The term obviously comes from the movie series which portrayed a world in which a few living in military-protected hi-tech luxury were the overlords of a population condemned to abject poverty in isolated 'sectors' that were not allowed to interact. 'Covid' lockdowns and travel bans anyone? The 'Hunger Games' pyramid of structural control has the inner circle of the Cult at the top with pretty much the entire

population at the bottom under their control through dependency for survival on the Cult. The whole structure is planned to be protected and enforced by a military-police state (Fig 4).

Here you have the reason for the global lockdowns of the fake pandemic to coldly destroy independent incomes and livelihoods and make everyone dependent on the 'state' (the Cult that controls the 'states'). I have warned in my books for many years about the plan to introduce a 'guaranteed income' – a barely survivable pittance – designed to impose dependency when employment was destroyed by AI technology and now even more comprehensively at great speed by the 'Covid' scam. Once the pandemic was played and lockdown consequences began to delete independent income the authorities began to talk right on cue about the need for a guaranteed income and a 'Great Reset'. Guaranteed income will be presented as benevolent governments seeking to help a desperate people – desperate as a direct result of actions of the same governments. The truth is that such payments are a trap. You will only get them if you do exactly what the authorities demand including mass vaccination (genetic manipulation). We have seen this theme already in Australia where those dependent on government benefits have them reduced if parents don't agree to have their children vaccinated according to an insane health-destroying government-dictated schedule. Calculated economic collapse applies to governments as well as people. The Cult wants rid of countries through the creation of a world state with countries broken up into regions ruled by a world government and super states like the European Union. Countries must be bankrupted, too, to this end and it's being achieved by the trillions in 'rescue packages' and furlough payments, trillions in lost taxation, and money-no-object spending on 'Covid' including constant all-medium advertising (programming) which has made the media dependent on government for much of its income. The day of reckoning is coming – as planned – for government spending and given that it has been made possible by printing money and not by production/taxation there is inflation on the way that has the

potential to wipe out monetary value. In that case there will be no need for the Cult to steal your money. It just won't be worth anything (see the German Weimar Republic before the Nazis took over). Many have been okay with lockdowns while getting a percentage of their income from so-called furlough payments without having to work. Those payments are dependent, however, on people having at least a theoretical job with a business considered non-essential and ordered to close. As these business go under because they are closed by lockdown after lockdown the furlough stops and it will for everyone eventually. Then what? The 'then what?' is precisely the idea.




**Figure 4:** The Hunger Games Society structure I have long warned was planned and now the 'Covid' hoax has made it possible. This is the real reason for lockdowns.

## Hired hands

Between the Hunger Games Cult elite and the dependent population is planned to be a vicious military-police state (a fusion of the two into one force). This has been in the making for a long time with police looking ever more like the military and carrying weapons to match. The pandemic scam has seen this process accelerate so fast as

lockdown house arrest is brutally enforced by carefully recruited fascist minds and gormless system-servers. The police and military are planned to merge into a centrally-directed world army in a global structure headed by a world government which wouldn't be elected even by the election fixes now in place. The world army is not planned even to be human and instead wars would be fought, primarily against the population, using robot technology controlled by artificial intelligence. I have been warning about this for decades and now militaries around the world are being transformed by this very AI technology. The global regime that I describe is a particular form of fascism known as a technocracy in which decisions are not made by clueless and co-opted politicians but by unelected technocrats – scientists, engineers, technologists and bureaucrats. Cult-owned-and-controlled Silicon Valley giants are examples of technocracy and they already have far more power to direct world events than governments. They are with their censorship *selecting* governments. I know that some are calling the 'Great Reset' a Marxist communist takeover, but fascism and Marxism are different labels for the same tyranny. Tell those who lived in fascist Germany and Stalinist Russia that there was a difference in the way their freedom was deleted and their lives controlled. I could call it a fascist technocracy or a Marxist technocracy and they would be equally accurate. The Hunger Games society with its world government structure would oversee a world army, world central bank and single world cashless currency imposing its will on a microchipped population (Fig 5). Scan its different elements and see how the illusory pandemic is forcing society in this very direction at great speed. Leaders of 23 countries and the World Health Organization (WHO) backed the idea in March, 2021, of a global treaty for 'international cooperation' in 'health emergencies' and nations should 'come together as a global community for peaceful cooperation that extends beyond this crisis'. Cut the Orwellian bullshit and this means another step towards global government. The plan includes a cashless digital money system that I first warned about in 1993. Right at the start of 'Covid' the deeply corrupt Tedros

Adhanom Ghebreyesus, the crooked and merely gofer 'head' of the World Health Organization, said it was possible to catch the 'virus' by touching cash and it was better to use cashless means. The claim was ridiculous nonsense and like the whole 'Covid' mind-trick it was nothing to do with 'health' and everything to do with pushing every aspect of the Cult agenda. As a result of the Tedros lie the use of cash has plummeted. The Cult script involves a single world digital currency that would eventually be technologically embedded in the body. China is a massive global centre for the Cult and if you watch what is happening there you will know what is planned for everywhere. The Chinese government is developing a digital currency which would allow fines to be deducted immediately via AI for anyone caught on camera breaking its fantastic list of laws and the money is going to be programmable with an expiry date to ensure that no one can accrue wealth except the Cult and its operatives.




**Figure 5:** The structure of global control the Cult has been working towards for so long and this has been enormously advanced by the 'Covid' illusion.

## Serfdom is so smart

The Cult plan is far wider, extreme, and more comprehensive than even most conspiracy researchers appreciate and I will come to the true depths of deceit and control in the chapters 'Who controls the

Cult?' and 'Escaping Wetiko'. Even the world that we know is crazy enough. We are being deluged with ever more sophisticated and controlling technology under the heading of 'smart'. We have smart televisions, smart meters, smart cards, smart cars, smart driving, smart roads, smart pills, smart patches, smart watches, smart skin, smart borders, smart pavements, smart streets, smart cities, smart communities, smart environments, smart growth, smart planet ... smart *everything* around us. Smart technologies and methods of operation are designed to interlock to create a global Smart Grid connecting the entirety of human society including human minds to create a centrally-dictated 'hive' mind. 'Smart cities' is code for densely-occupied megacities of total surveillance and control through AI. Ever more destructive frequency communication systems like 5G have been rolled out without any official testing for health and psychological effects (colossal). 5G/6G/7G systems are needed to run the Smart Grid and each one becomes more destructive of body and mind. Deleting independent income is crucial to forcing people into these AI-policed prisons by ending private property ownership (except for the Cult elite). The Cult's Great Reset now openly foresees a global society in which no one will own any possessions and everything will be rented while the Cult would own literally everything under the guise of government and corporations. The aim has been to use the lockdowns to destroy sources of income on a mass scale and when the people are destitute and in unrepayable amounts of debt (problem) Cult assets come forward with the pledge to write-off debt in return for handing over all property and possessions (solution). Everything – literally everything including people – would be connected to the Internet via AI. I was warning years ago about the coming Internet of Things (IoT) in which all devices and technology from your car to your fridge would be plugged into the Internet and controlled by AI. Now we are already there with much more to come. The next stage is the Internet of Everything (IoE) which is planned to include the connection of AI to the human brain and body to replace the human mind with a centrally-controlled AI mind. Instead of perceptions

being manipulated through control of information and censorship those perceptions would come direct from the Cult through AI. What do you think? You think whatever AI decides that you think. In human terms there would be no individual 'think' any longer. Too incredible? The ravings of a lunatic? Not at all. Cult-owned crazies in Silicon Valley have been telling us the plan for years without explaining the real motivation and calculated implications. These include Google executive and 'futurist' Ray Kurzweil who highlights the year 2030 for when this would be underway. He said:

Our thinking ... will be a hybrid of biological and non-biological thinking ... humans will be able to extend their limitations and 'think in the cloud' ... We're going to put gateways to the cloud in our brains ... We're going to gradually merge and enhance ourselves ... In my view, that's the nature of being human – we transcend our limitations.

As the technology becomes vastly superior to what we are then the small proportion that is still human gets smaller and smaller and smaller until it's just utterly negligible.

The sales-pitch of Kurzweil and Cult-owned Silicon Valley is that this would make us 'super-human' when the real aim is to make us post-human and no longer 'human' in the sense that we have come to know. The entire global population would be connected to AI and become the centrally-controlled 'hive-mind' of externally-delivered perceptions. The Smart Grid being installed to impose the Cult's will on the world is being constructed to allow particular locations – even one location – to control the whole global system. From these prime control centres, which absolutely include China and Israel, anything connected to the Internet would be switched on or off and manipulated at will. Energy systems could be cut, communication via the Internet taken down, computer-controlled driverless autonomous vehicles driven off the road, medical devices switched off, the potential is limitless given how much AI and Internet connections now run human society. We have seen nothing yet if we allow this to continue. Autonomous vehicle makers are working with law enforcement to produce cars designed to automatically pull over if they detect a police or emergency vehicle flashing from up to 100 feet away. At a police stop the car would be unlocked and the

window rolled down automatically. Vehicles would only take you where the computer (the state) allowed. The end of petrol vehicles and speed limiters on all new cars in the UK and EU from 2022 are steps leading to electric computerised transport over which ultimately you have no control. The picture is far bigger even than the Cult global network or web and that will become clear when I get to the nature of the 'spider'. There is a connection between all these happenings and the instigation of DNA-manipulating 'vaccines' (which aren't 'vaccines') justified by the 'Covid' hoax. That connection is the unfolding plan to transform the human body from a biological to a synthetic biological state and this is why synthetic biology is such a fast-emerging discipline of mainstream science. 'Covid vaccines' are infusing self-replicating synthetic genetic material into the cells to cumulatively take us on the Totalitarian Tiptoe from Human 1.0 to the synthetic biological Human 2.0 which will be physically and perceptually attached to the Smart Grid to one hundred percent control every thought, perception and deed. Humanity needs to wake up and *fast*.

This is the barest explanation of where the 'outcome' is planned to go but it's enough to see the journey happening all around us. Those new to this information will already see 'Covid' in a whole new context. I will add much more detail as we go along, but for the minutiae evidence see my mega-works, *The Answer, The Trigger* and *Everything You Need to Know But Have Never Been Told*.

Now – how does a Renegade Mind see the 'world'?

## CHAPTER TWO

# Renegade Perception

***It is one thing to be clever and another to be wise***
**George R.R. Martin**

A simple definition of the difference between a programmed mind and a Renegade Mind would be that one sees only dots while the other connects them to see the picture. Reading reality with accuracy requires the observer to (a) know the planned outcome and (b) realise that everything, but *everything*, is connected.

The entirety of infinite reality is connected – that's its very nature – and with human society an expression of infinite reality the same must apply. Simple cause and effect is a connection. The effect is triggered by the cause and the effect then becomes the cause of another effect. Nothing happens in isolation because it *can't*. Life in whatever reality is simple choice and consequence. We make choices and these lead to consequences. If we don't like the consequences we can make different choices and get different consequences which lead to other choices and consequences. The choice and the consequence are not only connected they are indivisible. You can't have one without the other as an old song goes. A few cannot control the world unless those being controlled allow that to happen – cause and effect, choice and consequence. Control – who has it and who doesn't – is a two-way process, a symbiotic relationship, involving the controller and controlled. 'They took my freedom away!!' Well, yes, but you also gave it to them. Humanity is

subjected to mass control because humanity has acquiesced to that control. This is all cause and effect and literally a case of give and take. In the same way world events of every kind are connected and the Cult works incessantly to sell the illusion of the random and coincidental to maintain the essential (to them) perception of dots that hide the picture. Renegade Minds know this and constantly scan the world for patterns of connection. This is absolutely pivotal in understanding the happenings in the world and without that perspective clarity is impossible. First you know the planned outcome and then you identify the steps on the journey – the day-by-day apparently random which, when connected in relation to the outcome, no longer appear as individual events, but as the proverbial *chain* of events leading in the same direction. I'll give you some examples:

## Political puppet show

We are told to believe that politics is 'adversarial' in that different parties with different beliefs engage in an endless tussle for power. There may have been some truth in that up to a point – and only a point – but today divisions between 'different' parties are rhetorical not ideological. Even the rhetorical is fusing into one-speak as the parties eject any remaining free thinkers while others succumb to the ever-gathering intimidation of anyone with the 'wrong' opinion. The Cult is not a new phenomenon and can be traced back thousands of years as my books have documented. Its intergenerational initiates have been manipulating events with increasing effect the more that global power has been centralised. In ancient times the Cult secured control through the system of monarchy in which 'special' bloodlines (of which more later) demanded the right to rule as kings and queens simply by birthright and by vanquishing others who claimed the same birthright. There came a time, however, when people had matured enough to see the unfairness of such tyranny and demanded a say in who governed them. Note the word – *governed* them. Not served them – *governed* them, hence government defined as 'the political direction and control exercised over the

actions of the members, citizens, or inhabitants of communities, societies, and states; direction of the affairs of a state, community, etc.' Governments exercise control over rather than serve just like the monarchies before them. Bizarrely there are still countries like the United Kingdom which are ruled by a monarch *and* a government that officially answers to the monarch. The UK head of state and that of Commonwealth countries such as Canada, Australia and New Zealand is 'selected' by who in a *single family* had unprotected sex with whom and in what order. Pinch me it can't be true. Ouch! Shit, it is. The demise of monarchies in most countries offered a potential vacuum in which some form of free and fair society could arise and the Cult had that base covered. Monarchies had served its interests but they couldn't continue in the face of such widespread opposition and, anyway, replacing a 'royal' dictatorship that people could see with a dictatorship 'of the people' hiding behind the concept of 'democracy' presented far greater manipulative possibilities and ways of hiding coordinated tyranny behind the illusion of 'freedom'.

Democracy is quite wrongly defined as government selected by the population. This is not the case at all. It is government selected by *some* of the population (and then only in theory). This 'some' doesn't even have to be the majority as we have seen so often in first-past-the-post elections in which the so-called majority party wins fewer votes than the 'losing' parties combined. Democracy can give total power to a party in government from a minority of the votes cast. It's a sleight of hand to sell tyranny as freedom. Seventy-four million Trump-supporting Americans didn't vote for the 'Democratic' Party of Joe Biden in the distinctly dodgy election in 2020 and yet far from acknowledging the wishes and feelings of that great percentage of American society the Cult-owned Biden government set out from day one to destroy them and their right to a voice and opinion. Empty shell Biden and his Cult handlers said they were doing this to 'protect democracy'. Such is the level of lunacy and sickness to which politics has descended. Connect the dots and relate them to the desired outcome – a world government run by self-appointed technocrats and no longer even elected

politicians. While operating through its political agents in government the Cult is at the same time encouraging public distain for politicians by putting idiots and incompetents in theoretical power on the road to deleting them. The idea is to instil a public reaction that says of the technocrats: 'Well, they couldn't do any worse than the pathetic politicians.' It's all about controlling perception and Renegade Minds can see through that while programmed minds cannot when they are ignorant of both the planned outcome and the manipulation techniques employed to secure that end. This knowledge can be learned, however, and fast if people choose to get informed.

Politics may at first sight appear very difficult to control from a central point. I mean look at the 'different' parties and how would you be able to oversee them all and their constituent parts? In truth, it's very straightforward because of their structure. We are back to the pyramid of imposition and acquiescence. Organisations are structured in the same way as the system as a whole. Political parties are not open forums of free expression. They are hierarchies. I was a national spokesman for the British Green Party which claimed to be a different kind of politics in which influence and power was devolved; but I can tell you from direct experience – and it's far worse now – that Green parties are run as hierarchies like all the others however much they may try to hide that fact or kid themselves that it's not true. A very few at the top of all political parties are directing policy and personnel. They decide if you are elevated in the party or serve as a government minister and to do that you have to be a yes man or woman. Look at all the maverick political thinkers who never ascended the greasy pole. If you want to progress within the party or reach 'high-office' you need to fall into line and conform. Exceptions to this are rare indeed. Should you want to run for parliament or Congress you have to persuade the local or state level of the party to select you and for that you need to play the game as dictated by the hierarchy. If you secure election and wish to progress within the greater structure you need to go on conforming to what is acceptable to those running the hierarchy

from the peak of the pyramid. Political parties are perceptual gulags and the very fact that there are party 'Whips' appointed to 'whip' politicians into voting the way the hierarchy demands exposes the ridiculous idea that politicians are elected to serve the people they are supposed to represent. Cult operatives and manipulation has long seized control of major parties that have any chance of forming a government and at least most of those that haven't. A new party forms and the Cult goes to work to infiltrate and direct. This has reached such a level today that you see video compilations of 'leaders' of all parties whether Democrats, Republicans, Conservative, Labour and Green parroting the same Cult mantra of 'Build Back Better' and the 'Great Reset' which are straight off the Cult song-sheet to describe the transformation of global society in response to the Cult-instigated hoaxes of the 'Covid pandemic' and human-caused 'climate change'. To see Caroline Lucas, the Green Party MP that I knew when I was in the party in the 1980s, speaking in support of plans proposed by Cult operative Klaus Schwab representing the billionaire global elite is a real head-shaker.

## Many parties – one master

The party system is another mind-trick and was instigated to change the nature of the dictatorship by swapping 'royalty' for dark suits that people believed – though now ever less so – represented their interests. Understanding this trick is to realise that a single force (the Cult) controls all parties either directly in terms of the major ones or through manipulation of perception and ideology with others. You don't need to manipulate Green parties to demand your transformation of society in the name of 'climate change' when they are obsessed with the lie that this is essential to 'save the planet'. You just give them a platform and away they go serving your interests while believing they are being environmentally virtuous. America's political structure is a perfect blueprint for how the two or multi-party system is really a one-party state. The Republican Party is controlled from one step back in the shadows by a group made up of billionaires and their gofers known as neoconservatives or Neocons.

I have exposed them in fine detail in my books and they were the driving force behind the policies of the imbecilic presidency of Boy George Bush which included 9/11 (see *The Trigger* for a comprehensive demolition of the official story), the subsequent 'war on terror' (war *of* terror) and the invasions of Afghanistan and Iraq. The latter was a No-Problem-Reaction-Solution based on claims by Cult operatives, including Bush and British Prime Minister Tony Blair, about Saddam Hussein's 'weapons of mass destruction' which did not exist as war criminals Bush and Blair well knew.

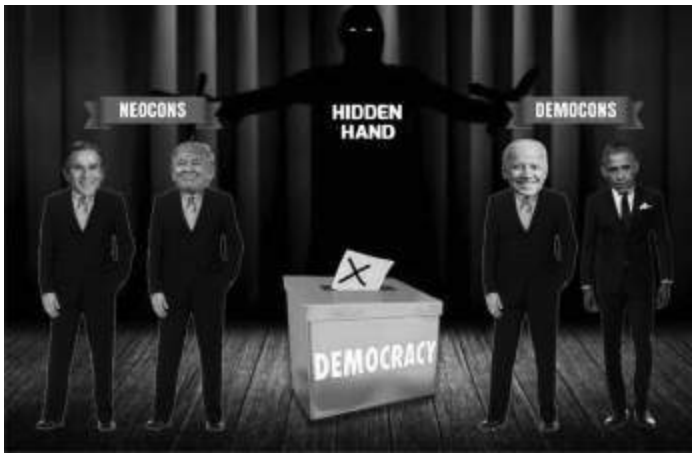



**Figure 6:** Different front people, different parties – same control system.

The Democratic Party has its own 'Neocon' group controlling from the background which I call the 'Democons' and here's the penny-drop – the Neocons and Democons answer to the same masters one step further back into the shadows (Fig 6). At that level of the Cult the Republican and Democrat parties are controlled by the same people and no matter which is in power the Cult is in power. This is how it works in almost every country and certainly in Britain with Conservative, Labour, Liberal Democrat and Green parties now all on the same page whatever the rhetoric may be in their feeble attempts to appear different. Neocons operated at the time of Bush through a think tank called The Project for the New American Century which in September, 2000, published a document entitled *Rebuilding America's Defenses: Strategies, Forces, and Resources*

*For a New Century* demanding that America fight 'multiple, simultaneous major theatre wars' as a 'core mission' to force regime-change in countries including Iraq, Libya and Syria. Neocons arranged for Bush ('Republican') and Blair ('Labour Party') to front-up the invasion of Iraq and when they departed the Democons orchestrated the targeting of Libya and Syria through Barack Obama ('Democrat') and British Prime Minister David Cameron ('Conservative Party'). We have 'different' parties and 'different' people, but the same unfolding script. The more the Cult has seized the reigns of parties and personnel the more their policies have transparently pursued the same agenda to the point where the fascist 'Covid' impositions of the Conservative junta of Jackboot Johnson in Britain were opposed by the Labour Party because they were not fascist enough. The Labour Party is likened to the US Democrats while the Conservative Party is akin to a British version of the Republicans and on both sides of the Atlantic they all speak the same language and support the direction demanded by the Cult although some more enthusiastically than others. It's a similar story in country after country because it's all centrally controlled. Oh, but what about Trump? I'll come to him shortly. Political 'choice' in the 'party' system goes like this: You vote for Party A and they get into government. You don't like what they do so next time you vote for Party B and they get into government. You don't like what they do when it's pretty much the same as Party A and why wouldn't that be with both controlled by the same force? Given that only two, sometimes three, parties have any chance of forming a government to get rid of Party B that you don't like you have to vote again for Party A which … you don't like. This, ladies and gentlemen, is what they call 'democracy' which we are told – wrongly – is a term interchangeable with 'freedom'.

## The cult of cults

At this point I need to introduce a major expression of the Global Cult known as Sabbatian-Frankism. Sabbatian is also spelt as Sabbatean. I will summarise here. I have published major exposés

and detailed background in other works. Sabbatian-Frankism combines the names of two frauds posing as 'Jewish' men, Sabbatai Zevi (1626-1676), a rabbi, black magician and occultist who proclaimed he was the Jewish messiah; and Jacob Frank (1726-1791), the Polish 'Jew', black magician and occultist who said he was the reincarnation of 'messiah' Zevi and biblical patriarch Jacob. They worked across two centuries to establish the Sabbatian-Frankist cult that plays a major, indeed central, role in the manipulation of human society by the Global Cult which has its origins much further back in history than Sabbatai Zevi. I should emphasise two points here in response to the shrill voices that will scream 'anti-Semitism': (1) Sabbatian-Frankists are NOT Jewish and only pose as such to hide their cult behind a Jewish façade; and (2) my information about this cult has come from Jewish sources who have long realised that their society and community has been infiltrated and taken over by interloper Sabbatian-Frankists. Infiltration has been the foundation technique of Sabbatian-Frankism from its official origin in the 17th century. Zevi's Sabbatian sect attracted a massive following described as the biggest messianic movement in Jewish history, spreading as far as Africa and Asia, and he promised a return for the Jews to the 'Promised Land' of Israel. Sabbatianism was not Judaism but an inversion of everything that mainstream Judaism stood for. So much so that this sinister cult would have a feast day when Judaism had a fast day and whatever was forbidden in Judaism the Sabbatians were encouraged and even commanded to do. This included incest and what would be today called Satanism. Members were forbidden to marry outside the sect and there was a system of keeping their children ignorant of what they were part of until they were old enough to be trusted not to unknowingly reveal anything to outsiders. The same system is employed to this day by the Global Cult in general which Sabbatian-Frankism has enormously influenced and now largely controls.

Zevi and his Sabbatians suffered a setback with the intervention by the Sultan of the Islamic Ottoman Empire in the Middle East and what is now the Republic of Turkey where Zevi was located. The

Sultan gave him the choice of proving his 'divinity', converting to Islam or facing torture and death. Funnily enough Zevi chose to convert or at least appear to. Some of his supporters were disillusioned and drifted away, but many did not with 300 families also converting – only in theory – to Islam. They continued behind this Islamic smokescreen to follow the goals, rules and rituals of Sabbatianism and became known as 'crypto-Jews' or the 'Dönmeh' which means 'to turn'. This is rather ironic because they didn't 'turn' and instead hid behind a fake Islamic persona. The process of appearing to be one thing while being very much another would become the calling card of Sabbatianism especially after Zevi's death and the arrival of the Satanist Jacob Frank in the 18th century when the cult became Sabbatian-Frankism and plumbed still new depths of depravity and infiltration which included – still includes – human sacrifice and sex with children. Wherever Sabbatians go paedophilia and Satanism follow and is it really a surprise that Hollywood is so infested with child abuse and Satanism when it was established by Sabbatian-Frankists and is still controlled by them? Hollywood has been one of the prime vehicles for global perceptual programming and manipulation. How many believe the version of 'history' portrayed in movies when it is a travesty and inversion (again) of the truth? Rabbi Marvin Antelman describes Frankism in his book, *To Eliminate the Opiate*, as 'a movement of complete evil' while Jewish professor Gershom Scholem said of Frank in *The Messianic Idea in Judaism*: 'In all his actions [he was] a truly corrupt and degenerate individual ... one of the most frightening phenomena in the whole of Jewish history.' Frank was excommunicated by traditional rabbis, as was Zevi, but Frank was undeterred and enjoyed vital support from the House of Rothschild, the infamous banking dynasty whose inner-core are Sabbatian-Frankists and not Jews. Infiltration of the Roman Church and Vatican was instigated by Frank with many Dönmeh 'turning' again to convert to Roman Catholicism with a view to hijacking the reins of power. This was the ever-repeating modus operandi and continues to be so. Pose as an advocate of the religion, culture or country that you want to control and then

manipulate your people into the positions of authority and influence largely as advisers, administrators and Svengalis for those that appear to be in power. They did this with Judaism, Christianity (Christian Zionism is part of this), Islam and other religions and nations until Sabbatian-Frankism spanned the world as it does today.

## Sabbatian Saudis and the terror network

One expression of the Sabbatian-Frankist Dönmeh within Islam is the ruling family of Saudi Arabia, the House of Saud, through which came the vile distortion of Islam known as Wahhabism. This is the violent creed followed by terrorist groups like Al-Qaeda and ISIS or Islamic State. Wahhabism is the hand-chopping, head-chopping 'religion' of Saudi Arabia which is used to keep the people in a constant state of fear so the interloper House of Saud can continue to rule. Al-Qaeda and Islamic State were lavishly funded by the House of Saud while being created and directed by the Sabbatian-Frankist network in the United States that operates through the Pentagon, CIA and the government in general of whichever 'party'. The front man for the establishment of Wahhabism in the middle of the 18th century was a Sabbatian-Frankist 'crypto-Jew' posing as Islamic called Muhammad ibn Abd al-Wahhab. His daughter would marry the son of Muhammad bin Saud who established the first Saudi state before his death in 1765 with support from the British Empire. Bin Saud's successors would establish modern Saudi Arabia in league with the British and Americans in 1932 which allowed them to seize control of Islam's major shrines in Mecca and Medina. They have dictated the direction of Sunni Islam ever since while Iran is the major centre of the Shiite version and here we have the source of at least the public conflict between them. The Sabbatian network has used its Wahhabi extremists to carry out Problem-Reaction-Solution terrorist attacks in the name of 'Al-Qaeda' and 'Islamic State' to justify a devastating 'war on terror', ever-increasing surveillance of the population and to terrify people into compliance. Another insight of the Renegade Mind is the streetwise understanding that

just because a country, location or people are attacked doesn't mean that those apparently representing that country, location or people are not behind the attackers. Often they are *orchestrating* the attacks because of the societal changes that can be then justified in the name of 'saving the population from terrorists'.

I show in great detail in *The Trigger* how Sabbatian-Frankists were the real perpetrators of 9/11 and not '19 Arab hijackers' who were blamed for what happened. Observe what was justified in the name of 9/11 alone in terms of Middle East invasions, mass surveillance and control that fulfilled the demands of the Project for the New American Century document published by the Sabbatian Neocons. What appear to be enemies are on the deep inside players on the same Sabbatian team. Israel and Arab 'royal' dictatorships are all ruled by Sabbatians and the recent peace agreements between Israel and Saudi Arabia, the United Arab Emirates (UAE) and others are only making formal what has always been the case behind the scenes. Palestinians who have been subjected to grotesque tyranny since Israel was bombed and terrorised into existence in 1948 have never stood a chance. Sabbatian-Frankists have controlled Israel (so the constant theme of violence and war which Sabbatians love) and they have controlled the Arab countries that Palestinians have looked to for real support that never comes. 'Royal families' of the Arab world in Saudi Arabia, Bahrain, UAE, etc., are all Sabbatians with allegiance to the aims of the cult and not what is best for their Arabic populations. They have stolen the oil and financial resources from their people by false claims to be 'royal dynasties' with a genetic right to rule and by employing vicious militaries to impose their will.

## Satanic 'illumination'

The Satanist Jacob Frank formed an alliance in 1773 with two other Sabbatians, Mayer Amschel Rothschild (1744-1812), founder of the Rothschild banking dynasty, and Jesuit-educated fraudulent Jew, Adam Weishaupt, and this led to the formation of the Bavarian Illuminati, firstly under another name, in 1776. The Illuminati would

be the manipulating force behind the French Revolution (1789-1799) and was also involved in the American Revolution (1775-1783) before and after the Illuminati's official creation. Weishaupt would later become (in public) a Protestant Christian in archetypal Sabbatian style. I read that his name can be decoded as Adam-Weishaupt or 'the first man to lead those who know'. He wasn't a leader in the sense that he was a subordinate, but he did lead those below him in a crusade of transforming human society that still continues today. The theme was confirmed as early as 1785 when a horseman courier called Lanz was reported to be struck by lighting and extensive Illuminati documents were found in his saddlebags. They made the link to Weishaupt and detailed the plan for world takeover. Current events with 'Covid' fascism have been in the making for a very long time. Jacob Frank was jailed for 13 years by the Catholic Inquisition after his arrest in 1760 and on his release he headed for Frankfurt, Germany, home city and headquarters of the House of Rothschild where the alliance was struck with Mayer Amschel Rothschild and Weishaupt. Rothschild arranged for Frank to be given the title of Baron and he became a wealthy nobleman with a big following of Jews in Germany, the Austro-Hungarian Empire and other European countries. Most of them would have believed he was on their side.

The name 'Illuminati' came from the Zohar which is a body of works in the Jewish mystical 'bible' called the Kabbalah. 'Zohar' is the foundation of Sabbatian-Frankist belief and in Hebrew 'Zohar' means 'splendour', 'radiance', 'illuminated', and so we have 'Illuminati'. They claim to be the 'Illuminated Ones' from their knowledge systematically hidden from the human population and passed on through generations of carefully-chosen initiates in the global secret society network or Cult. Hidden knowledge includes an awareness of the Cult agenda for the world and the nature of our collective reality that I will explore later. Cult 'illumination' is symbolised by the torch held by the Statue of Liberty which was gifted to New York by French Freemasons in Paris who knew exactly what it represents. 'Liberty' symbolises the goddess worshipped in

Babylon as Queen Semiramis or Ishtar. The significance of this will become clear. Notice again the ubiquitous theme of inversion with the Statue of 'Liberty' really symbolising mass control (Fig 7). A mirror-image statute stands on an island in the River Seine in Paris from where New York Liberty originated (Fig 8). A large replica of the Liberty flame stands on top of the Pont de l'Alma tunnel in Paris where Princess Diana died in a Cult ritual described in *The Biggest Secret*. Lucifer 'the light bringer' is related to all this (and much more as we'll see) and 'Lucifer' is a central figure in Sabbatian-Frankism and its associated Satanism. Sabbatians reject the Jewish Torah, or Pentateuch, the 'five books of Moses' in the Old Testament known as Genesis, Exodus, Leviticus, Numbers, and Deuteronomy which are claimed by Judaism and Christianity to have been dictated by 'God' to Moses on Mount Sinai. Sabbatians say these do not apply to them and they seek to replace them with the Zohar to absorb Judaism and its followers into their inversion which is an expression of a much greater global inversion. They want to delete all religions and force humanity to worship a one-world religion – Sabbatian Satanism that also includes worship of the Earth goddess. Satanic themes are being more and more introduced into mainstream society and while Christianity is currently the foremost target for destruction the others are planned to follow.



**Figure 7:** The Cult goddess of Babylon disguised as the Statue of Liberty holding the flame of Lucifer the 'light bringer'.




**Figure 8:** Liberty's mirror image in Paris where the New York version originated.

## Marx brothers

Rabbi Marvin Antelman connects the Illuminati to the Jacobins in *To Eliminate the Opiate* and Jacobins were the force behind the French Revolution. He links both to the Bund der Gerechten, or League of the Just, which was the network that inflicted communism/Marxism on the world. Antelman wrote:

> The original inner circle of the Bund der Gerechten consisted of born Catholics, Protestants and Jews [Sabbatian-Frankist infiltrators], and those representatives of respective subdivisions formulated schemes for the ultimate destruction of their faiths. The heretical Catholics laid plans which they felt would take a century or more for the ultimate destruction of the church; the apostate Jews for the ultimate destruction of the Jewish religion.

Sabbatian-created communism connects into this anti-religion agenda in that communism does not allow for the free practice of religion. The Sabbatian 'Bund' became the International Communist Party and Communist League and in 1848 'Marxism' was born with the Communist Manifesto of Sabbatian assets Karl Marx and Friedrich Engels. It is absolutely no coincidence that Marxism, just a different name for fascist and other centrally-controlled tyrannies, is being imposed worldwide as a result of the 'Covid' hoax and nor that Marxist/fascist China was the place where the hoax originated. The reason for this will become very clear in the chapter 'Covid: The calculated catastrophe'. The so-called 'Woke' mentality has hijacked

traditional beliefs of the political left and replaced them with far-right make-believe 'social justice' better known as Marxism. Woke will, however, be swallowed by its own perceived 'revolution' which is really the work of billionaires and billionaire corporations feigning being 'Woke'. Marxism is being touted by Wokers as a replacement for 'capitalism' when we don't have 'capitalism'. We have cartelism in which the market is stitched up by the very Cult billionaires and corporations bankrolling Woke. Billionaires love Marxism which keeps the people in servitude while they control from the top. Terminally naïve Wokers think they are 'changing the world' when it's the Cult that is doing the changing and when they have played their vital part and become surplus to requirements they, too, will be targeted. The Illuminati-Jacobins were behind the period known as 'The Terror' in the French Revolution in 1793 and 1794 when Jacobin Maximillian de Robespierre and his Orwellian 'Committee of Public Safety' killed 17,000 'enemies of the Revolution' who had once been 'friends of the Revolution'. Karl Marx (1818-1883), whose Sabbatian creed of Marxism has cost the lives of at least 100 million people, is a hero once again to Wokers who have been systematically kept ignorant of real history by their 'education' programming. As a result they now promote a Sabbatian 'Marxist' abomination destined at some point to consume them. Rabbi Antelman, who spent decades researching the Sabbatian plot, said of the League of the Just and Karl Marx:

> Contrary to popular opinion Karl Marx did not originate the Communist Manifesto. He was paid for his services by the League of the Just, which was known in its country of origin, Germany, as the Bund der Geaechteten.

Antelman said the text attributed to Marx was the work of other people and Marx 'was only repeating what others already said'. Marx was 'a hired hack – lackey of the wealthy Illuminists'. Marx famously said that religion was the 'opium of the people' (part of the Sabbatian plan to demonise religion) and Antelman called his books, *To Eliminate the Opiate*. Marx was born Jewish, but his family converted to Christianity (Sabbatian modus operandi) and he

attacked Jews, not least in his book, *A World Without Jews*. In doing so he supported the Sabbatian plan to destroy traditional Jewishness and Judaism which we are clearly seeing today with the vindictive targeting of orthodox Jews by the Sabbatian government of Israel over 'Covid' laws. I don't follow any religion and it has done much damage to the world over centuries and acted as a perceptual straightjacket. Renegade Minds, however, are always asking *why* something is being done. It doesn't matter if they agree or disagree with what is happening – *why* is it happening is the question. The 'why?' can be answered with regard to religion in that religions create interacting communities of believers when the Cult wants to dismantle all discourse, unity and interaction (see 'Covid' lockdowns) and the ultimate goal is to delete all religions for a one-world religion of Cult Satanism worshipping their 'god' of which more later. We see the same 'why?' with gun control in America. I don't have guns and don't want them, but why is the Cult seeking to disarm the population at the same time that law enforcement agencies are armed to their molars and why has every tyrant in history sought to disarm people before launching the final takeover? They include Hitler, Stalin, Pol Pot and Mao who followed confiscation with violent seizing of power. You know it's a Cult agenda by the people who immediately race to the microphones to exploit dead people in multiple shootings. Ultra-Zionist Cult lackey Senator Chuck Schumer was straight on the case after ten people were killed in Boulder, Colorado in March, 2121. Simple rule … if Schumer wants it the Cult wants it and the same with his ultra-Zionist mate the wild-eyed Senator Adam Schiff. At the same time they were calling for the disarmament of Americans, many of whom live a long way from a police response, Schumer, Schiff and the rest of these pampered clowns were sitting on Capitol Hill behind a razor-wired security fence protected by thousands of armed troops in addition to their own armed bodyguards. Mom and pop in an isolated home? They're just potential mass shooters.

## Zion Mainframe

Sabbatian-Frankists and most importantly the Rothschilds were behind the creation of 'Zionism', a political movement that demanded a Jewish homeland in Israel as promised by Sabbatai Zevi. The very symbol of Israel comes from the German meaning of the name Rothschild. Dynasty founder Mayer Amschel Rothschild changed the family name from Bauer to Rothschild, or 'Red-Shield' in German, in deference to the six-pointed 'Star of David' hexagram displayed on the family's home in Frankfurt. The symbol later appeared on the flag of Israel after the Rothschilds were centrally involved in its creation. Hexagrams are not a uniquely Jewish symbol and are widely used in occult ('hidden') networks often as a symbol for Saturn (see my other books for why). Neither are Zionism and Jewishness interchangeable. Zionism is a political movement and philosophy and not a 'race' or a people. Many Jews oppose Zionism and many non-Jews, including US President Joe Biden, call themselves Zionists as does Israel-centric Donald Trump. America's support for the Israel government is pretty much a gimme with ultra-Zionist billionaires and corporations providing fantastic and dominant funding for both political parties. Former Congresswoman Cynthia McKinney has told how she was approached immediately she ran for office to 'sign the pledge' to Israel and confirm that she would always vote in that country's best interests. All American politicians are approached in this way. Anyone who refuses will get no support or funding from the enormous and all-powerful Zionist lobby that includes organisations like mega-lobby group AIPAC, the American Israel Public Affairs Committee. Trump's biggest funder was ultra-Zionist casino and media billionaire Sheldon Adelson while major funders of the Democratic Party include ultra-Zionist George Soros and ultra-Zionist financial and media mogul, Haim Saban. Some may reel back at the suggestion that Soros is an Israel-firster (Sabbatian-controlled Israel-firster), but Renegade Minds watch the actions not the words and everywhere Soros donates his billions the Sabbatian agenda benefits. In the spirit of Sabbatian inversion Soros pledged $1 billion for a new university network to promote 'liberal values and tackle intolerance'. He made the announcement during his annual speech

at the Cult-owned World Economic Forum in Davos, Switzerland, in January, 2020, after his 'harsh criticism' of 'authoritarian rulers' around the world. You can only laugh at such brazen mendacity. How *he* doesn't laugh is the mystery. Translated from the Orwellian 'liberal values and tackle intolerance' means teaching non-white people to hate white people and for white people to loathe themselves for being born white. The reason for that will become clear.

## The 'Anti-Semitism' fraud

Zionists support the Jewish homeland in the land of Palestine which has been the Sabbatian-Rothschild goal for so long, but not for the benefit of Jews. Sabbatians and their global Anti-Semitism Industry have skewed public and political opinion to equate opposing the violent extremes of Zionism to be a blanket attack and condemnation of all Jewish people. Sabbatians and their global Anti-Semitism Industry have skewed public and political opinion to equate opposing the violent extremes of Zionism to be a blanket attack and condemnation of all Jewish people. This is nothing more than a Sabbatian protection racket to stop legitimate investigation and exposure of their agendas and activities. The official definition of 'anti-Semitism' has more recently been expanded to include criticism of Zionism – a *political movement* – and this was done to further stop exposure of Sabbatian infiltrators who created Zionism as we know it today in the 19th century. Renegade Minds will talk about these subjects when they know the shit that will come their way. People must decide if they want to know the truth or just cower in the corner in fear of what others will say. Sabbatians have been trying to label me as 'anti-Semitic' since the 1990s as I have uncovered more and more about their background and agendas. Useless, gutless, fraudulent 'journalists' then just repeat the smears without question and on the day I was writing this section a pair of unquestioning repeaters called Ben Quinn and Archie Bland (how appropriate) outright called me an 'anti-Semite' in the establishment propaganda sheet, the London *Guardian*, with no supporting evidence. The

Sabbatian Anti-Semitism Industry said so and who are they to question that? They wouldn't dare. Ironically 'Semitic' refers to a group of languages in the Middle East that are almost entirely Arabic. 'Anti-Semitism' becomes 'anti-Arab' which if the consequences of this misunderstanding were not so grave would be hilarious. Don't bother telling Quinn and Bland. I don't want to confuse them, bless 'em. One reason I am dubbed 'anti-Semitic' is that I wrote in the 1990s that Jewish operatives (Sabbatians) were heavily involved in the Russian Revolution when Sabbatians overthrew the Romanov dynasty. This apparently made me 'anti-Semitic'. Oh, really? Here is a section from *The Trigger*:

British journalist Robert Wilton confirmed these themes in his 1920 book *The Last Days of the Romanovs* when he studied official documents from the Russian government to identify the members of the Bolshevik ruling elite between 1917 and 1919. The Central Committee included 41 Jews among 62 members; the Council of the People's Commissars had 17 Jews out of 22 members; and 458 of the 556 most important Bolshevik positions between 1918 and 1919 were occupied by Jewish people. Only 17 were Russian. Then there were the 23 Jews among the 36 members of the vicious Cheka Soviet secret police established in 1917 who would soon appear all across the country.

Professor Robert Service of Oxford University, an expert on 20th century Russian history, found evidence that ['Jewish'] Leon Trotsky had sought to make sure that Jews were enrolled in the Red Army and were disproportionately represented in the Soviet civil bureaucracy that included the Cheka which performed mass arrests, imprisonment and executions of 'enemies of the people'. A US State Department Decimal File (861.00/5339) dated November 13th, 1918, names [Rothschild banking agent in America] Jacob Schiff and a list of ultra-Zionists as funders of the Russian Revolution leading to claims of a 'Jewish plot', but the key point missed by all is they were not 'Jews' – they were Sabbatian-Frankists.

Britain's Winston Churchill made the same error by mistake or otherwise. He wrote in a 1920 edition of the *Illustrated Sunday Herald* that those behind the Russian revolution were part of a 'worldwide conspiracy for the overthrow of civilisation and for the reconstitution of society on the basis of arrested development, of envious malevolence, and impossible equality' (see 'Woke' today because that has been created by the same network). Churchill said there was no need to exaggerate the part played in the creation of Bolshevism and in the actual bringing about of the Russian

Revolution 'by these international and for the most part atheistical Jews' ['atheistical Jews' = Sabbatians]. Churchill said it is certainly a very great one and probably outweighs all others: 'With the notable exception of Lenin, the majority of the leading figures are Jews.' He went on to describe, knowingly or not, the Sabbatian modus operandi of placing puppet leaders nominally in power while they control from the background:

> Moreover, the principal inspiration and driving power comes from the Jewish leaders. Thus Tchitcherin, a pure Russian, is eclipsed by his nominal subordinate, Litvinoff, and the influence of Russians like Bukharin or Lunacharski cannot be compared with the power of Trotsky, or of Zinovieff, the Dictator of the Red Citadel (Petrograd), or of Krassin or Radek – all Jews. In the Soviet institutions the predominance of Jews is even more astonishing. And the prominent, if not indeed the principal, part in the system of terrorism applied by the Extraordinary Commissions for Combatting Counter-Revolution has been taken by Jews, and in some notable cases by Jewesses.

What I said about seriously disproportionate involvement in the Russian Revolution by Jewish 'revolutionaries' (Sabbatians) is provable fact, but truth is no defence against the Sabbatian Anti-Semitism Industry, its repeater parrots like Quinn and Bland, and the now breathtaking network of so-called 'Woke' 'anti-hate' groups with interlocking leaderships and funding which have the role of discrediting and silencing anyone who gets too close to exposing the Sabbatians. We have seen 'truth is no defence' confirmed in legal judgements with the Saskatchewan Human Rights Commission in Canada decreeing this: 'Truthful statements can be presented in a manner that would meet the definition of hate speech, and not all truthful statements must be free from restriction.' Most 'anti-hate' activists, who are themselves consumed by hatred, are too stupid and ignorant of the world to know how they are being used. They are far too far up their own virtue-signalling arses and it's far too dark for them to see anything.

## The 'revolution' game

The background and methods of the 'Russian' Revolution are straight from the Sabbatian playbook seen in the French Revolution

and endless others around the world that appear to start as a revolution of the people against tyrannical rule and end up with a regime change to more tyrannical rule overtly or covertly. Wars, terror attacks and regime overthrows follow the Sabbatian cult through history with its agents creating them as Problem-Reaction-Solutions to remove opposition on the road to world domination. Sabbatian dots connect the Rothschilds with the Illuminati, Jacobins of the French Revolution, the 'Bund' or League of the Just, the International Communist Party, Communist League and the Communist Manifesto of Karl Marx and Friedrich Engels that would lead to the Rothschild-funded Russian Revolution. The sequence comes under the heading of 'creative destruction' when you advance to your global goal by continually destroying the status quo to install a new status quo which you then also destroy. The two world wars come to mind. With each new status quo you move closer to your planned outcome. Wars and mass murder are to Sabbatians a collective blood sacrifice ritual. They are obsessed with death for many reasons and one is that death is an inversion of life. Satanists and Sabbatians are obsessed with death and often target churches and churchyards for their rituals. Inversion-obsessed Sabbatians explain the use of inverted symbolism including the *inverted* pentagram and *inverted* cross. The inversion of the cross has been related to targeting Christianity, but the cross was a religious symbol long before Christianity and its inversion is a statement about the Sabbatian mentality and goals more than any single religion.

Sabbatians operating in Germany were behind the rise of the occult-obsessed Nazis and the subsequent Jewish exodus from Germany and Europe to Palestine and the United States after World War Two. The Rothschild dynasty was at the forefront of this both as political manipulators and by funding the operation. Why would Sabbatians help to orchestrate the horrors inflicted on Jews by the Nazis and by Stalin after they organised the Russian Revolution? Sabbatians hate Jews and their religion, that's why. They pose as Jews and secure positions of control within Jewish society and play the 'anti-Semitism' card to protect themselves from exposure

through a global network of organisations answering to the Sabbatian-created-and-controlled globe-spanning intelligence network that involves a stunning web of military-intelligence operatives and operations for a tiny country of just nine million. Among them are Jewish assets who are not Sabbatians but have been convinced by them that what they are doing is for the good of Israel and the Jewish community to protect them from what they have been programmed since childhood to believe is a Jew-hating hostile world. The Jewish community is just a highly convenient cover to hide the true nature of Sabbatians. Anyone getting close to exposing their game is accused by Sabbatian place-people and gofers of 'anti-Semitism' and claiming that all Jews are part of a plot to take over the world. I am not saying that. I am saying that Sabbatians – the *real* Jew-haters – have infiltrated the Jewish community to use them both as a cover and an 'anti-Semitic' defence against exposure. Thus we have the Anti-Semitism Industry targeted researchers in this way and most Jewish people think this is justified and genuine. They don't know that their 'Jewish' leaders and institutions of state, intelligence and military are not controlled by Jews at all, but cultists and stooges of Sabbatian-Frankism. I once added my name to a pro-Jewish freedom petition online and the next time I looked my name was gone and text had been added to the petition blurb to attack me as an 'anti-Semite' such is the scale of perceptual programming.

## Moving on America

I tell the story in *The Trigger* and a chapter called 'Atlantic Crossing' how particularly after Israel was established the Sabbatians moved in on the United States and eventually grasped control of government administration, the political system via both Democrats and Republicans, the intelligence community like the CIA and National Security Agency (NSA), the Pentagon and mass media. Through this seriously compartmentalised network Sabbatians and their operatives in Mossad, Israeli Defense Forces (IDF) and US agencies pulled off 9/11 and blamed it on 19 'Al-Qaeda hijackers' dominated by men from, or connected to, Sabbatian-ruled Saudi

Arabia. The '19' were not even on the planes let alone flew those big passenger jets into buildings while being largely incompetent at piloting one-engine light aircraft. 'Hijacker' Hani Hanjour who is said to have flown American Airlines Flight 77 into the Pentagon with a turn and manoeuvre most professional pilots said they would have struggled to do was banned from renting a small plane by instructors at the Freeway Airport in Bowie, Maryland, just *six weeks* earlier on the grounds that he was an incompetent pilot. The Jewish population of the world is just 0.2 percent with even that almost entirely concentrated in Israel (75 percent Jewish) and the United States (around two percent). This two percent and globally 0.2 percent refers to *Jewish* people and not Sabbatian interlopers who are a fraction of that fraction. What a sobering thought when you think of the fantastic influence on world affairs of tiny Israel and that the Project for the New America Century (PNAC) which laid out the blueprint in September, 2000, for America's war on terror and regime change wars in Iraq, Libya and Syria was founded and dominated by Sabbatians known as 'Neocons'. The document conceded that this plan would not be supported politically or publicly without a major attack on American soil and a Problem-Reaction-Solution excuse to send troops to war across the Middle East. Sabbatian Neocons said:

> ... [The] process of transformation ... [war and regime change] ... is likely to be a long one, absent some catastrophic and catalysing event – like a new Pearl Harbor.

Four months later many of those who produced that document came to power with their inane puppet George Bush from the long-time Sabbatian Bush family. They included Sabbatian Dick Cheney who was officially vice-president, but really de-facto president for the entirety of the 'Bush' government. Nine months after the 'Bush' inauguration came what Bush called at the time 'the Pearl Harbor of the 21st century' and with typical Sabbatian timing and symbolism 2001 was the 60th anniversary of the attack in 1941 by the Japanese Air Force on Pearl Harbor, Hawaii, which allowed President Franklin Delano Roosevelt to take the United States into a Sabbatian-

instigated Second World War that he said in his election campaign that he never would. The evidence is overwhelming that Roosevelt and his military and intelligence networks knew the attack was coming and did nothing to stop it, but they did make sure that America's most essential naval ships were not in Hawaii at the time. Three thousand Americans died in the Pearl Harbor attacks as they did on September 11th. By the 9/11 year of 2001 Sabbatians had widely infiltrated the US government, military and intelligence operations and used their compartmentalised assets to pull off the 'Al-Qaeda' attacks. If you read *The Trigger* it will blow your mind to see the utterly staggering concentration of 'Jewish' operatives (Sabbatian infiltrators) in essential positions of political, security, legal, law enforcement, financial and business power before, during, and after the attacks to make them happen, carry them out, and then cover their tracks – and I do mean *staggering* when you think of that 0.2 percent of the world population and two percent of Americans which are Jewish while Sabbatian infiltrators are a fraction of that. A central foundation of the 9/11 conspiracy was the hijacking of government, military, Air Force and intelligence computer systems in real time through 'back-door' access made possible by Israeli (Sabbatian) 'cyber security' software. Sabbatian-controlled Israel is on the way to rivalling Silicon Valley for domination of cyberspace and is becoming the dominant force in cyber-security which gives them access to entire computer systems and their passcodes across the world. Then add to this that Zionists head (officially) Silicon Valley giants like Google (Larry Page and Sergey Brin), Google-owned YouTube (Susan Wojcicki), Facebook (Mark Zuckerberg and Sheryl Sandberg), and Apple (Chairman Arthur D. Levinson), and that ultra-Zionist hedge fund billionaire Paul Singer has a $1 billion stake in Twitter which is only nominally headed by 'CEO' pothead Jack Dorsey. As cable news host Tucker Carlson said of Dorsey: 'There used to be debate in the medical community whether dropping a ton of acid had permanent effects and I think that debate has now ended.' Carlson made the comment after Dorsey told a hearing on Capitol Hill (if you cut through his bullshit) that he

believed in free speech so long as he got to decide what you can hear and see. These 'big names' of Silicon Valley are only front men and women for the Global Cult, not least the Sabbatians, who are the true controllers of these corporations. Does anyone still wonder why these same people and companies have been ferociously censoring and banning people (like me) for exposing any aspect of the Cult agenda and especially the truth about the 'Covid' hoax which Sabbatians have orchestrated?

The Jeffrey Epstein paedophile ring was a Sabbatian operation. He was officially 'Jewish' but he was a Sabbatian and women abused by the ring have told me about the high number of 'Jewish' people involved. The Epstein horror has Sabbatian written all over it and matches perfectly their modus operandi and obsession with sex and ritual. Epstein was running a Sabbatian blackmail ring in which famous people with political and other influence were provided with young girls for sex while everything was being filmed and recorded on hidden cameras and microphones at his New York house, Caribbean island and other properties. Epstein survivors have described this surveillance system to me and some have gone public. Once the famous politician or other figure knew he or she was on video they tended to do whatever they were told. Here we go again …when you've got them by the balls their hearts and minds will follow. Sabbatians use this blackmail technique on a wide scale across the world to entrap politicians and others they need to act as demanded. Epstein's private plane, the infamous 'Lolita Express', had many well-known passengers including Bill Clinton while Bill Gates has flown on an Epstein plane and met with him four years after Epstein had been jailed for paedophilia. They subsequently met many times at Epstein's home in New York according to a witness who was there. Epstein's infamous side-kick was Ghislaine Maxwell, daughter of Mossad agent and ultra-Zionist mega-crooked British businessman, Bob Maxwell, who at one time owned the *Daily Mirror* newspaper. Maxwell was murdered at sea on his boat in 1991 by Sabbatian-controlled Mossad when he became a liability with his

business empire collapsing as a former Mossad operative has confirmed (see *The Trigger*).

## Money, money, money, funny money …

Before I come to the Sabbatian connection with the last three US presidents I will lay out the crucial importance to Sabbatians of controlling banking and finance. Sabbatian Mayer Amschel Rothschild set out to dominate this arena in his family's quest for total global control. What is freedom? It is, in effect, choice. The more choices you have the freer you are and the fewer your choices the more you are enslaved. In the global structure created over centuries by Sabbatians the biggest decider and restrictor of choice is … money. Across the world if you ask people what they would like to do with their lives and why they are not doing that they will reply 'I don't have the money'. This is the idea. A global elite of multi-billionaires are described as 'greedy' and that is true on one level; but control of money – who has it and who doesn't – is not primarily about greed. It's about control. Sabbatians have seized ever more control of finance and sucked the wealth of the world out of the hands of the population. We talk now, after all, about the 'One-percent' and even then the wealthiest are a lot fewer even than that. This has been made possible by a money scam so outrageous and so vast it could rightly be called the scam of scams founded on creating 'money' out of nothing and 'loaning' that with interest to the population. Money out of nothing is called 'credit'. Sabbatians have asserted control over governments and banking ever more completely through the centuries and secured financial laws that allow banks to lend hugely more than they have on deposit in a confidence trick known as fractional reserve lending. Imagine if you could lend money that doesn't exist and charge the recipient interest for doing so. You would end up in jail. Bankers by contrast end up in mansions, private jets, Malibu and Monaco.

Banks are only required to keep a fraction of their deposits and wealth in their vaults and they are allowed to lend 'money' they don't have called 'credit. Go into a bank for a loan and if you succeed

the banker will not move any real wealth into your account. They will type into your account the amount of the agreed 'loan' – say £100,000. This is not wealth that really exists; it is non-existent, fresh-air, created-out-of-nothing 'credit' which has never, does not, and will never exist except in theory. Credit is backed by nothing except wind and only has buying power because people think that it has buying power and accept it in return for property, goods and services. I have described this situation as like those cartoon characters you see chasing each other and when they run over the edge of a cliff they keep running forward on fresh air until one of them looks down, realises what's happened, and they all crash into the ravine. The whole foundation of the Sabbatian financial system is to stop people looking down except for periodic moments when they want to crash the system (as in 2008 and 2020 ongoing) and reap the rewards from all the property, businesses and wealth their borrowers had signed over as 'collateral' in return for a 'loan' of fresh air. Most people think that money is somehow created by governments when it comes into existence from the start as a debt through banks 'lending' illusory money called credit. Yes, the very currency of exchange is a *debt* from day one issued as an interest-bearing loan. Why don't governments create money interest-free and lend it to their people interest-free? Governments are controlled by Sabbatians and the financial system is controlled by Sabbatians for whom interest-free money would be a nightmare come true. Sabbatians underpin their financial domination through their global network of central banks, including the privately-owned US Federal Reserve and Britain's Bank of England, and this is orchestrated by a privately-owned central bank coordination body called the Bank for International Settlements in Basle, Switzerland, created by the usual suspects including the Rockefellers and Rothschilds. Central bank chiefs don't answer to governments or the people. They answer to the Bank for International Settlements or, in other words, the Global Cult which is dominated today by Sabbatians.

## Built-in disaster

There are so many constituent scams within the overall banking scam. When you take out a loan of thin-air credit only the amount of that loan is theoretically brought into circulation to add to the amount in circulation; but you are paying back the principle plus interest. The additional interest is not created and this means that with every 'loan' there is a shortfall in the money in circulation between what is borrowed and what has to be paid back. There is never even close to enough money in circulation to repay all outstanding public and private debt including interest. Coldly weaved in the very fabric of the system is the certainty that some will lose their homes, businesses and possessions to the banking 'lender'. This is less obvious in times of 'boom' when the amount of money in circulation (and the debt) is expanding through more people wanting and getting loans. When a downturn comes and the money supply contracts it becomes painfully obvious that there is not enough money to service all debt and interest. This is less obvious in times of 'boom' when the amount of money in circulation (and the debt) is expanding through more people wanting and getting loans. When a downturn comes and the money supply contracts and it becomes painfully obvious – as in 2008 and currently – that there is not enough money to service all debt and interest. Sabbatian banksters have been leading the human population through a calculated series of booms (more debt incurred) and busts (when the debt can't be repaid and the banks get the debtor's tangible wealth in exchange for non-existent 'credit'). With each 'bust' Sabbatian bankers have absorbed more of the world's tangible wealth and we end up with the One-percent. Governments are in bankruptcy levels of debt to the same system and are therefore owned by a system they do not control. The Federal Reserve, 'America's central bank', is privately-owned and American presidents only nominally appoint its chairman or woman to maintain the illusion that it's an arm of government. It's not. The 'Fed' is a cartel of private banks which handed billions to its associates and friends after the crash of 2008 and has been Sabbatian-controlled since it was manipulated into being in 1913 through the covert trickery of Rothschild banking agents Jacob Schiff and Paul

Warburg, and the Sabbatian Rockefeller family. Somehow from a Jewish population of two-percent and globally 0.2 percent (Sabbatian interlopers remember are far smaller) ultra-Zionists headed the Federal Reserve for 31 years between 1987 and 2018 in the form of Alan Greenspan, Bernard Bernanke and Janet Yellen (now Biden's Treasury Secretary) with Yellen's deputy chairman a Israeli-American duel citizen and ultra-Zionist Stanley Fischer, a former governor of the Bank of Israel. Ultra-Zionist Fed chiefs spanned the presidencies of Ronald Reagan ('Republican'), Father George Bush ('Republican'), Bill Clinton ('Democrat'), Boy George Bush ('Republican') and Barack Obama ('Democrat'). We should really add the pre-Greenspan chairman, Paul Adolph Volcker, 'appointed' by Jimmy Carter ('Democrat') who ran the Fed between 1979 and 1987 during the Carter and Reagan administrations before Greenspan took over. Volcker was a long-time associate and business partner of the Rothschilds. No matter what the 'party' officially in power the United States economy was directed by the same force. Here are members of the Obama, Trump and Biden administrations and see if you can make out a common theme.

## Barack Obama ('Democrat')

Ultra-Zionists Robert Rubin, Larry Summers, and Timothy Geithner ran the US Treasury in the Clinton administration and two of them reappeared with Obama. Ultra-Zionist Fed chairman Alan Greenspan had manipulated the crash of 2008 through deregulation and jumped ship just before the disaster to make way for ultra-Zionist Bernard Bernanke to hand out trillions to Sabbatian 'too big to fail' banks and businesses, including the ubiquitous ultra-Zionist Goldman Sachs which has an ongoing staff revolving door operation between itself and major financial positions in government worldwide. Obama inherited the fallout of the crash when he took office in January, 2009, and fortunately he had the support of his ultra-Zionist White House Chief of Staff Rahm Emmanuel, son of a terrorist who helped to bomb Israel into being in 1948, and his ultra-Zionist senior adviser David Axelrod, chief strategist in Obama's two

successful presidential campaigns. Emmanuel, later mayor of Chicago and former senior fundraiser and strategist for Bill Clinton, is an example of the Sabbatian policy after Israel was established of migrating insider families to America so their children would be born American citizens. 'Obama' chose this financial team throughout his administration to respond to the Sabbatian-instigated crisis:

Timothy Geithner (ultra-Zionist) Treasury Secretary; Jacob J. Lew, Treasury Secretary; Larry Summers (ultra-Zionist), director of the White House National Economic Council; Paul Adolph Volcker (Rothschild business partner), chairman of the Economic Recovery Advisory Board; Peter Orszag (ultra-Zionist), director of the Office of Management and Budget overseeing all government spending; Penny Pritzker (ultra-Zionist), Commerce Secretary; Jared Bernstein (ultra-Zionist), chief economist and economic policy adviser to Vice President Joe Biden; Mary Schapiro (ultra-Zionist), chair of the Securities and Exchange Commission (SEC); Gary Gensler (ultra-Zionist), chairman of the Commodity Futures Trading Commission (CFTC); Sheila Bair (ultra-Zionist), chair of the Federal Deposit Insurance Corporation (FDIC); Karen Mills (ultra-Zionist), head of the Small Business Administration (SBA); Kenneth Feinberg (ultra-Zionist), Special Master for Executive [bail-out] Compensation. Feinberg would be appointed to oversee compensation (with strings) to 9/11 victims and families in a campaign to stop them having their day in court to question the official story. At the same time ultra-Zionist Bernard Bernanke was chairman of the Federal Reserve and these are only some of the ultra-Zionists with allegiance to Sabbatian-controlled Israel in the Obama government. Obama's biggest corporate donor was ultra-Zionist Goldman Sachs which had employed many in his administration.

## Donald Trump ('Republican')

Trump claimed to be an outsider (he wasn't) who had come to 'drain the swamp'. He embarked on this goal by immediately appointing ultra-Zionist Steve Mnuchin, a Goldman Sachs employee for 17

years, as his Treasury Secretary. Others included Gary Cohn (ultra-Zionist), chief operating officer of Goldman Sachs, his first Director of the National Economic Council and chief economic adviser, who was later replaced by Larry Kudlow (ultra-Zionist). Trump's senior adviser throughout his four years in the White House was his sinister son-in-law Jared Kushner, a life-long friend of Israel Prime Minister Benjamin Netanyahu. Kushner is the son of a convicted crook who was pardoned by Trump in his last days in office. Other ultra-Zionists in the Trump administration included: Stephen Miller, Senior Policy Adviser; Avrahm Berkowitz, Deputy Adviser to Trump and his Senior Adviser Jared Kushner; Ivanka Trump, Adviser to the President, who converted to Judaism when she married Jared Kushner; David Friedman, Trump lawyer and Ambassador to Israel; Jason Greenblatt, Trump Organization executive vice president and chief legal officer, who was made Special Representative for International Negotiations and the Israeli-Palestinian Conflict; Rod Rosenstein, Deputy Attorney General; Elliot Abrams, Special Representative for Venezuela, then Iran; John Eisenberg, National Security Council Legal Adviser and Deputy Council to the President for National Security Affairs; Anne Neuberger, Deputy National Manager, National Security Agency; Ezra Cohen-Watnick, Acting Under Secretary of Defense for Intelligence; Elan Carr, Special Envoy to monitor and combat anti-Semitism; Len Khodorkovsky, Deputy Special Envoy to monitor and combat anti-Semitism; Reed Cordish, Assistant to the President, Intragovernmental and Technology Initiatives. Trump Vice President Mike Pence and Secretary of State Mike Pompeo, both Christian Zionists, were also vehement supporters of Israel and its goals and ambitions.

Donald 'free-speech believer' Trump pardoned a number of financial and violent criminals while ignoring calls to pardon Julian Assange and Edward Snowden whose crimes are revealing highly relevant information about government manipulation and corruption and the widespread illegal surveillance of the American people by US 'security' agencies. It's so good to know that Trump is on the side of freedom and justice and not mega-criminals with

allegiance to Sabbatian-controlled Israel. These included a pardon for Israeli spy Jonathan Pollard who was jailed for life in 1987 under the Espionage Act. Aviem Sella, the Mossad agent who recruited Pollard, was also pardoned by Trump while Assange sat in jail and Snowden remained in exile in Russia. Sella had 'fled' (was helped to escape) to Israel in 1987 and was never extradited despite being charged under the Espionage Act. A Trump White House statement said that Sella's clemency had been 'supported by Benjamin Netanyahu, Ron Dermer, Israel's US Ambassador, David Friedman, US Ambassador to Israel and Miriam Adelson, wife of leading Trump donor Sheldon Adelson who died shortly before. Other friends of Jared Kushner were pardoned along with Sholom Weiss who was believed to be serving the longest-ever white-collar prison sentence of more than 800 years in 2000. The sentence was commuted of Ponzi-schemer Eliyahu Weinstein who defrauded Jews and others out of $200 million. I did mention that Assange and Snowden were ignored, right? Trump gave Sabbatians almost everything they asked for in military and political support, moving the US Embassy from Tel Aviv to Jerusalem with its critical symbolic and literal implications for Palestinian statehood, and the 'deal of the Century' designed by Jared Kushner and David Friedman which gave the Sabbatian Israeli government the green light to substantially expand its already widespread program of building illegal Jewish-only settlements in the occupied land of the West Bank. This made a two-state 'solution' impossible by seizing all the land of a potential Palestinian homeland and that had been the plan since 1948 and then 1967 when the Arab-controlled Gaza Strip, West Bank, Sinai Peninsula and Syrian Golan Heights were occupied by Israel. All the talks about talks and road maps and delays have been buying time until the West Bank was physically occupied by Israeli real estate. Trump would have to be a monumentally ill-informed idiot not to see that this was the plan he was helping to complete. The Trump administration was in so many ways the Kushner administration which means the Netanyahu administration which means the Sabbatian administration. I understand why many opposing Cult fascism in all its forms gravitated to Trump, but he

was a crucial part of the Sabbatian plan and I will deal with this in the next chapter.

## Joe Biden ('Democrat')

A barely cognitive Joe Biden took over the presidency in January, 2021, along with his fellow empty shell, Vice-President Kamala Harris, as the latest Sabbatian gofers to enter the White House. Names on the door may have changed and the 'party' – the force behind them remained the same as Zionists were appointed to a stream of pivotal areas relating to Sabbatian plans and policy. They included: Janet Yellen, Treasury Secretary, former head of the Federal Reserve, and still another ultra-Zionist running the US Treasury after Mnuchin (Trump), Lew and Geithner (Obama), and Summers and Rubin (Clinton); Anthony Blinken, Secretary of State; Wendy Sherman, Deputy Secretary of State (so that's 'Biden's' Sabbatian foreign policy sorted); Jeff Zients, White House coronavirus coordinator; Rochelle Walensky, head of the Centers for Disease Control; Rachel Levine, transgender deputy health secretary (that's 'Covid' hoax policy under control); Merrick Garland, Attorney General; Alejandro Mayorkas, Secretary of Homeland Security; Cass Sunstein, Homeland Security with responsibility for new immigration laws; Avril Haines, Director of National Intelligence; Anne Neuberger, National Security Agency cybersecurity director (note, cybersecurity); David Cohen, CIA Deputy Director; Ronald Klain, Biden's Chief of Staff (see Rahm Emanuel); Eric Lander, a 'leading geneticist', Office of Science and Technology Policy director (see Smart Grid, synthetic biology agenda); Jessica Rosenworcel, acting head of the Federal Communications Commission (FCC) which controls Smart Grid technology policy and electromagnetic communication systems including 5G. How can it be that so many pivotal positions are held by two-percent of the American population and 0.2 percent of the world population administration after administration no matter who is the president and what is the party? It's a coincidence? Of course it's not and this is why Sabbatians have built their colossal global web of interlocking 'anti-

hate' hate groups to condemn anyone who asks these glaring questions as an 'anti-Semite'. The way that Jewish people horrifically abused in Sabbatian-backed Nazi Germany are exploited to this end is stomach-turning and disgusting beyond words.

## Political fusion

Sabbatian manipulation has reversed the roles of Republicans and Democrats and the same has happened in Britain with the Conservative and Labour Parties. Republicans and Conservatives were always labelled the 'right' and Democrats and Labour the 'left', but look at the policy positions now and the Democrat-Labour 'left' has moved further to the 'right' than Republicans and Conservatives under the banner of 'Woke', the Cult-created far-right tyranny. Where once the Democrat-Labour 'left' defended free speech and human rights they now seek to delete them and as I said earlier despite the 'Covid' fascism of the Jackboot Johnson Conservative government in the UK the Labour Party of leader Keir Starmer demanded even more extreme measures. The Labour Party has been very publicly absorbed by Sabbatians after a political and media onslaught against the previous leader, the weak and inept Jeremy Corbyn, over made-up allegations of 'anti-Semitism' both by him and his party. The plan was clear with this 'anti-Semite' propaganda and what was required in response was a swift and decisive 'fuck off' from Corbyn and a statement to expose the Anti-Semitism Industry (Sabbatian) attempt to silence Labour criticism of the Israeli government (Sabbatians) and purge the party of all dissent against the extremes of ultra-Zionism (Sabbatians). Instead Corbyn and his party fell to their knees and appeased the abusers which, by definition, is impossible. Appeasing one demand leads only to a new demand to be appeased until takeover is complete. Like I say – 'fuck off' would have been a much more effective policy and I have used it myself with great effect over the years when Sabbatians are on my case which is most of the time. I consider that fact a great compliment, by the way. The outcome of the Labour Party capitulation is that we now have a Sabbatian-controlled

Conservative Party 'opposed' by a Sabbatian-controlled Labour Party in a one-party Sabbatian state that hurtles towards the extremes of tyranny (the Sabbatian cult agenda). In America the situation is the same. Labour's Keir Starmer spends his days on his knees with his tongue out pointing to Tel Aviv, or I guess now Jerusalem, while Boris Johnson has an 'anti-Semitism czar' in the form of former Labour MP John Mann who keeps Starmer company on his prayer mat.

Sabbatian influence can be seen in Jewish members of the Labour Party who have been ejected for criticism of Israel including those from families that suffered in Nazi Germany. Sabbatians despise real Jewish people and target them even more harshly because it is so much more difficult to dub them 'anti-Semitic' although in their desperation they do try.

## CHAPTER THREE

# The Pushbacker sting

***Until you realize how easy it is for your mind to be manipulated, you remain the puppet of someone else's game***
**Evita Ochel**

I will use the presidencies of Trump and Biden to show how the manipulation of the one-party state plays out behind the illusion of political choice across the world. No two presidencies could – on the face of it – be more different and apparently at odds in terms of direction and policy.

A Renegade Mind sees beyond the obvious and focuses on outcomes and consequences and not image, words and waffle. The Cult embarked on a campaign to divide America between those who blindly support its agenda (the mentality known as 'Woke') and those who are pushing back on where the Cult and its Sabbatians want to go. This presents infinite possibilities for dividing and ruling the population by setting them at war with each other and allows a perceptual ring fence of demonisation to encircle the Pushbackers in a modern version of the Little Big Horn in 1876 when American cavalry led by Lieutenant Colonel George Custer were drawn into a trap, surrounded and killed by Native American tribes defending their land of thousands of years from being seized by the government. In this modern version the roles are reversed and it's those defending themselves from the Sabbatian government who are surrounded and the government that's seeking to destroy them. This trap was set years ago and to explain how we must return to 2016

and the emergence of Donald Trump as a candidate to be President of the United States. He set out to overcome the best part of 20 other candidates in the Republican Party before and during the primaries and was not considered by many in those early stages to have a prayer of living in the White House. The Republican Party was said to have great reservations about Trump and yet somehow he won the nomination. When you know how American politics works – politics in general – there is no way that Trump could have become the party's candidate unless the Sabbatian-controlled 'Neocons' that run the Republican Party wanted that to happen. We saw the proof in emails and documents made public by WikiLeaks that the Democratic Party hierarchy, or Democons, systematically undermined the campaign of Bernie Sanders to make sure that Sabbatian gofer Hillary Clinton won the nomination to be their presidential candidate. If the Democons could do that then the Neocons in the Republican Party could have derailed Trump in the same way. But they didn't and at that stage I began to conclude that Trump could well be the one chosen to be president. If that was the case the 'why' was pretty clear to see – the goal of dividing America between Cult agenda-supporting Wokers and Pushbackers who gravitated to Trump because he was telling them what they wanted to hear. His constituency of support had been increasingly ignored and voiceless for decades and profoundly through the eight years of Sabbatian puppet Barack Obama. Now here was someone speaking their language of pulling back from the incessant globalisation of political and economic power, the exporting of American jobs to China and elsewhere by 'American' (Sabbatian) corporations, the deletion of free speech, and the mass immigration policies that had further devastated job opportunities for the urban working class of all races and the once American heartlands of the Midwest.

## Beware the forked tongue

Those people collectively sighed with relief that at last a political leader was apparently on their side, but another trait of the Renegade Mind is that you look even harder at people telling you

what you want to hear than those who are telling you otherwise. Obviously as I said earlier people wish what they want to hear to be true and genuine and they are much more likely to believe that than someone saying what they don't want to here and don't want to be true. Sales people are taught to be skilled in eliciting by calculated questioning what their customers want to hear and repeating that back to them as their own opinion to get their targets to like and trust them. Assets of the Cult are also sales people in the sense of selling perception. To read Cult manipulation you have to play the long and expanded game and not fall for the Vaudeville show of party politics. Both American parties are vehicles for the Cult and they exploit them in different ways depending on what the agenda requires at that moment. Trump and the Republicans were used to be the focus of dividing America and isolating Pushbackers to open the way for a Biden presidency to become the most extreme in American history by advancing the full-blown Woke (Cult) agenda with the aim of destroying and silencing Pushbackers now labelled Nazi Trump supporters and white supremacists.

Sabbatians wanted Trump in office for the reasons described by ultra-Zionist Saul Alinsky (1909-1972) who was promoting the Woke philosophy through 'community organising' long before anyone had heard of it. In those days it still went by its traditional name of Marxism. The reason for the manipulated Trump phenomenon was laid out in Alinsky's 1971 book, *Rules for Radicals*, which was his blueprint for overthrowing democratic and other regimes and replacing them with Sabbatian Marxism. Not surprisingly his to-do list was evident in the Sabbatian French and Russian 'Revolutions' and that in China which will become very relevant in the next chapter about the 'Covid' hoax. Among Alinsky's followers have been the deeply corrupt Barack Obama, House Speaker Nancy Pelosi and Hillary Clinton who described him as a 'hero'. All three are Sabbatian stooges with Pelosi personifying the arrogant corrupt idiocy that so widely fronts up for the Cult inner core. Predictably as a Sabbatian advocate of the 'light-bringer' Alinsky features Lucifer on the dedication page of his book as the original radical who gained

his own kingdom ('Earth' as we shall see). One of Alinsky's golden radical rules was to pick an individual and focus all attention, hatred and blame on them and not to target faceless bureaucracies and corporations. *Rules for Radicals* is really a Sabbatian handbook with its contents repeatedly employed all over the world for centuries and why wouldn't Sabbatians bring to power their designer-villain to be used as the individual on which all attention, hatred and blame was bestowed? This is what they did and the only question for me is how much Trump knew that and how much he was manipulated. A bit of both, I suspect. This was Alinsky's Trump technique from a man who died in 1972. The technique has spanned history:

Pick the target, freeze it, personalize it, polarize it. Don't try to attack abstract corporations or bureaucracies. Identify a responsible individual. Ignore attempts to shift or spread the blame.

From the moment Trump came to illusory power everything was about him. It wasn't about Republican policy or opinion, but all about Trump. Everything he did was presented in negative, derogatory and abusive terms by the Sabbatian-dominated media led by Cult operations such as CNN, MSNBC, *The New York Times* and the Jeff Bezos-owned *Washington Post* – 'Pick the target, freeze it, personalize it, polarize it.' Trump was turned into a demon to be vilified by those who hated him and a demi-god loved by those who worshipped him. This, in turn, had his supporters, too, presented as equally demonic in preparation for the punchline later down the line when Biden was about to take office. It was here's a Trump, there's a Trump, everywhere a Trump, Trump. Virtually every news story or happening was filtered through the lens of 'The Donald'. You loved him or hated him and which one you chose was said to define you as Satan's spawn or a paragon of virtue. Even supporting some Trump policies or statements and not others was enough for an assault on your character. No shades of grey were or are allowed. Everything is black and white (literally and figuratively). A Californian I knew had her head utterly scrambled by her hatred for Trump while telling people they should love each other. She was so totally consumed by

Trump Derangement Syndrome as it became to be known that this glaring contradiction would never have occurred to her. By definition anyone who criticised Trump or praised his opponents was a hero and this lady described Joe Biden as 'a kind, honest gentleman' when he's a provable liar, mega-crook and vicious piece of work to boot. Sabbatians had indeed divided America using Trump as the fall-guy and all along the clock was ticking on the consequences for his supporters.

## In hock to his masters

Trump gave Sabbatians via Israel almost everything they wanted in his four years. Ask and you shall receive was the dynamic between himself and Benjamin Netanyahu orchestrated by Trump's ultra-Zionist son-in-law Jared Kushner, his ultra-Zionist Ambassador to Israel, David Friedman, and ultra-Zionist 'Israel adviser', Jason Greenblatt. The last two were central to the running and protecting from collapse of his business empire, the Trump Organisation, and colossal business failures made him forever beholding to Sabbatian networks that bailed him out. By the start of the 1990s Trump owed $4 billion to banks that he couldn't pay and almost $1billion of that was down to him personally and not his companies. This mega-disaster was the result of building two new casinos in Atlantic City and buying the enormous Taj Mahal operation which led to crippling debt payments. He had borrowed fantastic sums from 72 banks with major Sabbatian connections and although the scale of debt should have had him living in a tent alongside the highway they never foreclosed. A plan was devised to lift Trump from the mire by BT Securities Corporation and Rothschild Inc. and the case was handled by Wilber Ross who had worked for the Rothschilds for 27 years. Ross would be named US Commerce Secretary after Trump's election. Another crucial figure in saving Trump was ultra-Zionist 'investor' Carl Icahn who bought the Taj Mahal casino. Icahn was made special economic adviser on financial regulation in the Trump administration. He didn't stay long but still managed to find time to make a tidy sum of a reported $31.3 million when he sold his

holdings affected by the price of steel three days before Trump imposed a 235 percent tariff on steel imports. What amazing bits of luck these people have. Trump and Sabbatian operatives have long had a close association and his mentor and legal adviser from the early 1970s until 1986 was the dark and genetically corrupt ultra-Zionist Roy Cohn who was chief counsel to Senator Joseph McCarthy's 'communist' witch-hunt in the 1950s. *Esquire* magazine published an article about Cohn with the headline 'Don't mess with Roy Cohn'. He was described as the most feared lawyer in New York and 'a ruthless master of dirty tricks ... [with] ... more than one Mafia Don on speed dial'. Cohn's influence, contacts, support and protection made Trump a front man for Sabbatians in New York with their connections to one of Cohn's many criminal employers, the 'Russian' Sabbatian Mafia. Israel-centric media mogul Rupert Murdoch was introduced to Trump by Cohn and they started a long friendship. Cohn died in 1986 weeks after being disbarred for unethical conduct by the Appellate Division of the New York State Supreme Court. The wheels of justice do indeed run slow given the length of Cohn's crooked career.

## QAnon-sense

We are asked to believe that Donald Trump with his fundamental connections to Sabbatian networks and operatives has been leading the fight to stop the Sabbatian agenda for the fascistic control of America and the world. Sure he has. A man entrapped during his years in the White House by Sabbatian operatives and whose biggest financial donor was casino billionaire Sheldon Adelson who was Sabbatian to his DNA?? Oh, do come on. Trump has been used to divide America and isolate Pushbackers on the Cult agenda under the heading of 'Trump supporters', 'insurrectionists' and 'white supremacists'. The US Intelligence/Mossad Psyop or psychological operation known as QAnon emerged during the Trump years as a central pillar in the Sabbatian campaign to lead Pushbackers into the trap set by those that wished to destroy them. I knew from the start that QAnon was a scam because I had seen the same scenario many

times before over 30 years under different names and I had written about one in particular in the books. 'Not again' was my reaction when QAnon came to the fore. The same script is pulled out every few years and a new name added to the letterhead. The story always takes the same form: 'Insiders' or 'the good guys' in the government-intelligence-military 'Deep State' apparatus were going to instigate mass arrests of the 'bad guys' which would include the Rockefellers, Rothschilds, Barack Obama, Hillary Clinton, George Soros, etc., etc. Dates are given for when the 'good guys' are going to move in, but the dates pass without incident and new dates are given which pass without incident. The central message to Pushbackers in each case is that they don't have to do anything because there is 'a plan' and it is all going to be sorted by the 'good guys' on the inside. 'Trust the plan' was a QAnon mantra when the only plan was to misdirect Pushbackers into putting their trust in a Psyop they believed to be real. Beware, beware, those who tell you what you want to hear and always check it out. Right up to Biden's inauguration QAnon was still claiming that 'the Storm' was coming and Trump would stay on as president when Biden and his cronies were arrested and jailed. It was never going to happen and of course it didn't, but what did happen as a result provided that punchline to the Sabbatian Trump/QAnon Psyop.

On January 6th, 2021, a very big crowd of Trump supporters gathered in the National Mall in Washington DC down from the Capitol Building to protest at what they believed to be widespread corruption and vote fraud that stopped Trump being re-elected for a second term as president in November, 2020. I say as someone that does not support Trump or Biden that the evidence is clear that major vote-fixing went on to favour Biden, a man with cognitive problems so advanced he can often hardly string a sentence together without reading the words written for him on the Teleprompter. Glaring ballot discrepancies included serious questions about electronic voting machines that make vote rigging a comparative cinch and hundreds of thousands of paper votes that suddenly appeared during already advanced vote counts and virtually all of

them for Biden. Early Trump leads in crucial swing states suddenly began to close and disappear. The pandemic hoax was used as the excuse to issue almost limitless numbers of mail-in ballots with no checks to establish that the recipients were still alive or lived at that address. They were sent to streams of people who had not even asked for them. Private organisations were employed to gather these ballots and who knows what they did with them before they turned up at the counts. The American election system has been manipulated over decades to become a sick joke with more holes than a Swiss cheese for the express purpose of dictating the results. Then there was the criminal manipulation of information by Sabbatian tech giants like Facebook, Twitter and Google-owned YouTube which deleted pro-Trump, anti-Biden accounts and posts while everything in support of Biden was left alone. Sabbatians wanted Biden to win because after the dividing of America it was time for full-on Woke and every aspect of the Cult agenda to be unleashed.

## Hunter gatherer

Extreme Silicon Valley bias included blocking information by the *New York Post* exposing a Biden scandal that should have ended his bid for president in the final weeks of the campaign. Hunter Biden, his monumentally corrupt son, is reported to have sent a laptop to be repaired at a local store and failed to return for it. Time passed until the laptop became the property of the store for non-payment of the bill. When the owner saw what was on the hard drive he gave a copy to the FBI who did nothing even though it confirmed widespread corruption in which the Joe Biden family were using his political position, especially when he was vice president to Obama, to make multiple millions in countries around the world and most notably Ukraine and China. Hunter Biden's one-time business partner Tony Bobulinski went public when the story broke in the *New York Post* to confirm the corruption he saw and that Joe Biden not only knew what was going on he also profited from the spoils. Millions were handed over by a Chinese company with close

connections – like all major businesses in China – to the Chinese communist party of President Xi Jinping. Joe Biden even boasted at a meeting of the Cult's World Economic Forum that as vice president he had ordered the government of Ukraine to fire a prosecutor. What he didn't mention was that the same man just happened to be investigating an energy company which was part of Hunter Biden's corrupt portfolio. The company was paying him big bucks for no other reason than the influence his father had. Overnight Biden's presidential campaign should have been over given that he had lied publicly about not knowing what his son was doing. Instead almost the entire Sabbatian-owned mainstream media and Sabbatian-owned Silicon Valley suppressed circulation of the story. This alone went a mighty way to rigging the election of 2020. Cult assets like Mark Zuckerberg at Facebook also spent hundreds of millions to be used in support of Biden and vote 'administration'.

The Cult had used Trump as the focus to divide America and was now desperate to bring in moronic, pliable, corrupt Biden to complete the double-whammy. No way were they going to let little things like the will of the people thwart their plan. Silicon Valley widely censored claims that the election was rigged because it *was* rigged. For the same reason anyone claiming it was rigged was denounced as a 'white supremacist' including the pathetically few Republican politicians willing to say so. Right across the media where the claim was mentioned it was described as a 'false claim' even though these excuses for 'journalists' would have done no research into the subject whatsoever. Trump won seven million more votes than any sitting president had ever achieved while somehow a cognitively-challenged soon to be 78-year-old who was hidden away from the public for most of the campaign managed to win more votes than any presidential candidate in history. It makes no sense. You only had to see election rallies for both candidates to witness the enthusiasm for Trump and the apathy for Biden. Tens of thousands would attend Trump events while Biden was speaking in empty car parks with often only television crews attending and framing their shots to hide the fact that no one was there. It was pathetic to see

footage come to light of Biden standing at a podium making speeches only to TV crews and party fixers while reading the words written for him on massive Teleprompter screens. So, yes, those protestors on January 6th had a point about election rigging, but some were about to walk into a trap laid for them in Washington by the Cult Deep State and its QAnon Psyop. This was the Capitol Hill riot ludicrously dubbed an 'insurrection'.

## The spider and the fly

Renegade Minds know there are not two 'sides' in politics, only one side, the Cult, working through all 'sides'. It's a stage show, a puppet show, to direct the perceptions of the population into focusing on diversions like parties and candidates while missing the puppeteers with their hands holding all the strings. The Capitol Hill 'insurrection' brings us back to the Little Big Horn. Having created two distinct opposing groupings – Woke and Pushbackers – the trap was about to be sprung. Pushbackers were to be encircled and isolated by associating them all in the public mind with Trump and then labelling Trump as some sort of Confederate leader. I knew immediately that the Capitol riot was a set-up because of two things. One was how easy the rioters got into the building with virtually no credible resistance and secondly I could see – as with the 'Covid' hoax in the West at the start of 2020 – how the Cult could exploit the situation to move its agenda forward with great speed. My experience of Cult techniques and activities over more than 30 years has showed me that while they do exploit situations they haven't themselves created this never happens with events of fundamental agenda significance. Every time major events giving cultists the excuse to rapidly advance their plan you find they are manipulated into being for the specific reason of providing that excuse – Problem-Reaction-Solution. Only a tiny minority of the huge crowd of Washington protestors sought to gain entry to the Capitol by smashing windows and breaching doors. That didn't matter. The whole crowd and all Pushbackers, even if they did not support Trump, were going to be lumped together as dangerous

insurrectionists and conspiracy theorists. The latter term came into widespread use through a CIA memo in the 1960s aimed at discrediting those questioning the nonsensical official story of the Kennedy assassination and it subsequently became widely employed by the media. It's still being used by inept 'journalists' with no idea of its origin to discredit anyone questioning anything that authority claims to be true. When you are perpetrating a conspiracy you need to discredit the very word itself even though the dictionary definition of conspiracy is merely 'the activity of secretly planning with other people to do something bad or illegal' and 'a general agreement to keep silent about a subject for the purpose of keeping it secret'. On that basis there are conspiracies almost wherever you look. For obvious reasons the Cult and its lapdog media have to claim there are no conspiracies even though the word appears in state laws as with conspiracy to defraud, to murder, and to corrupt public morals.

Agent provocateurs are widely used by the Cult Deep State to manipulate genuine people into acting in ways that suit the desired outcome. By genuine in this case I mean protestors genuinely supporting Trump and claims that the election was stolen. In among them, however, were agents of the state wearing the garb of Trump supporters and QAnon to pump-prime the Capital riot which some genuine Trump supporters naively fell for. I described the situation as 'Come into my parlour said the spider to the fly'. Leaflets appeared through the Woke paramilitary arm Antifa, the anti-fascist fascists, calling on supporters to turn up in Washington looking like Trump supporters even though they hated him. Some of those arrested for breaching the Capitol Building were sourced to Antifa and its stable mate Black Lives Matter. Both organisations are funded by Cult billionaires and corporations. One man charged for the riot was according to his lawyer a former FBI agent who had held top secret security clearance for 40 years. Attorney Thomas Plofchan said of his client, 66-year-old Thomas Edward Caldwell:

He has held a Top Secret Security Clearance since 1979 and has undergone multiple Special Background Investigations in support of his clearances. After retiring from the Navy, he

worked as a section chief for the Federal Bureau of Investigation from 2009-2010 as a GS-12 [mid-level employee].

He also formed and operated a consulting firm performing work, often classified, for U.S government customers including the US. Drug Enforcement Agency, Department of Housing and Urban Development, the US Coast Guard, and the US Army Personnel Command.

A judge later released Caldwell pending trial in the absence of evidence about a conspiracy or that he tried to force his way into the building. *The New York Post* reported a 'law enforcement source' as saying that 'at least two known Antifa members were spotted' on camera among Trump supporters during the riot while one of the rioters arrested was John Earle Sullivan, a seriously extreme Black Lives Matter Trump-hater from Utah who was previously arrested and charged in July, 2020, over a BLM-Antifa riot in which drivers were threatened and one was shot. Sullivan is the founder of Utah-based Insurgence USA which is an affiliate of the Cult-created-and-funded Black Lives Matter movement. Footage appeared and was then deleted by Twitter of Trump supporters calling out Antifa infiltrators and a group was filmed changing into pro-Trump clothing before the riot. Security at the building was *pathetic* – as planned. Colonel Leroy Fletcher Prouty, a man with long experience in covert operations working with the US security apparatus, once described the tell-tale sign to identify who is involved in an assassination. He said:

No one has to direct an assassination – it happens. The active role is played secretly by permitting it to happen. This is the greatest single clue. Who has the power to call off or reduce the usual security precautions?

This principle applies to many other situations and certainly to the Capitol riot of January 6th, 2021.

## The sting

With such a big and potentially angry crowd known to be gathering near the Capitol the security apparatus would have had a major police detail to defend the building with National Guard troops on

standby given the strength of feeling among people arriving from all over America encouraged by the QAnon Psyop and statements by Donald Trump. Instead Capitol Police 'security' was flimsy, weak, and easily breached. The same number of officers was deployed as on a regular day and that is a blatant red flag. They were not staffed or equipped for a possible riot that had been an obvious possibility in the circumstances. No protective and effective fencing worth the name was put in place and there were no contingency plans. The whole thing was basically a case of standing aside and waving people in. Once inside police mostly backed off apart from one Capitol police officer who ridiculously shot dead unarmed Air Force veteran protestor Ashli Babbitt without a warning as she climbed through a broken window. The 'investigation' refused to name or charge the officer after what must surely be considered a murder in the circumstances. They just lifted a carpet and swept. The story was endlessly repeated about five people dying in the 'armed insurrection' when there was no report of rioters using weapons. Apart from Babbitt the other four died from a heart attack, strokes and apparently a drug overdose. Capitol police officer Brian Sicknick was reported to have died after being bludgeoned with a fire extinguisher when he was alive after the riot was over and died later of what the Washington Medical Examiner's Office said was a stroke. Sicknick had no external injuries. The lies were delivered like rapid fire. There was a narrative to build with incessant repetition of the lie until the lie became the accepted 'everybody knows that' truth. The 'Big Lie' technique of Nazi Propaganda Minister Joseph Goebbels is constantly used by the Cult which was behind the Nazis and is today behind the 'Covid' and 'climate change' hoaxes. Goebbels said:

If you tell a lie big enough and keep repeating it, people will eventually come to believe it. The lie can be maintained only for such time as the State can shield the people from the political, economic and/or military consequences of the lie. It thus becomes vitally important for the State to use all of its powers to repress dissent, for the truth is the mortal enemy of the lie, and thus by extension, the truth is the greatest enemy of the State.

Most protestors had a free run of the Capitol Building. This allowed pictures to be taken of rioters in iconic parts of the building including the Senate chamber which could be used as propaganda images against all Pushbackers. One Congresswoman described the scene as 'the worst kind of non-security anybody could ever imagine'. Well, the first part was true, but someone obviously did imagine it and made sure it happened. Some photographs most widely circulated featured people wearing QAnon symbols and now the Psyop would be used to dub all QAnon followers with the ubiquitous fit-all label of 'white supremacist' and 'insurrectionists'. When a Muslim extremist called Noah Green drove his car at two police officers at the Capitol Building killing one in April, 2021, there was no such political and media hysteria. They were just disappointed he wasn't white.

## The witch-hunt

Government prosecutor Michael Sherwin, an aggressive, dark-eyed, professional Rottweiler led the 'investigation' and to call it over the top would be to understate reality a thousand fold. Hundreds were tracked down and arrested for the crime of having the wrong political views and people were jailed who had done nothing more than walk in the building, committed no violence or damage to property, took a few pictures and left. They were labelled a 'threat to the Republic' while Biden sat in the White House signing executive orders written for him that were dismantling 'the Republic'. Even when judges ruled that a mother and son should not be in jail the government kept them there. Some of those arrested have been badly beaten by prison guards in Washington and lawyers for one man said he suffered a fractured skull and was made blind in one eye. Meanwhile a woman is shot dead for no reason by a Capitol Police officer and we are not allowed to know who he is never mind what has happened to him although that will be *nothing*. The Cult's QAnon/Trump sting to identify and isolate Pushbackers and then target them on the road to crushing and deleting them was a resounding success. You would have thought the Russians had

invaded the building at gunpoint and lined up senators for a firing squad to see the political and media reaction. Congresswoman Alexandria Ocasio-Cortez is a child in a woman's body, a terrible-twos, me, me, me, Woker narcissist of such proportions that words have no meaning. She said she thought she was going to die when 'insurrectionists' banged on her office door. It turned out she wasn't even in the Capitol Building when the riot was happening and the 'banging' was a Capitol Police officer. She referred to herself as a 'survivor' which is an insult to all those true survivors of violent and sexual abuse while she lives her pampered and privileged life talking drivel for a living. Her Woke colleague and fellow mega-narcissist Rashida Tlaib broke down describing the devastating effect on her, too, of *not being* in the building when the rioters were there. Ocasio-Cortez and Tlaib are members of a fully-Woke group of Congresswomen known as 'The Squad' along with Ilhan Omar and Ayanna Pressley. The Squad from what I can see can be identified by its vehement anti-white racism, anti-white men agenda, and, as always in these cases, the absence of brain cells on active duty.

The usual suspects were on the riot case immediately in the form of Democrat ultra-Zionist senators and operatives Chuck Schumer and Adam Schiff demanding that Trump be impeached for 'his part in the insurrection'. The same pair of prats had led the failed impeachment of Trump over the invented 'Russia collusion' nonsense which claimed Russia had helped Trump win the 2016 election. I didn't realise that Tel Aviv had been relocated just outside Moscow. I must find an up-to-date map. The Russia hoax was a Sabbatian operation to keep Trump occupied and impotent and to stop any rapport with Russia which the Cult wants to retain as a perceptual enemy to be pulled out at will. Puppet Biden began attacking Russia when he came to office as the Cult seeks more upheaval, division and war across the world. A two-year stage show 'Russia collusion inquiry' headed by the not-very-bright former 9/11 FBI chief Robert Mueller, with support from 19 lawyers, 40 FBI agents plus intelligence analysts, forensic accountants and other

staff, devoured tens of millions of dollars and found no evidence of Russia collusion which a ten-year-old could have told them on day one. Now the same moronic Schumer and Schiff wanted a second impeachment of Trump over the Capitol 'insurrection' (riot) which the arrested development of Schumer called another 'Pearl Harbor' while others compared it with 9/11 in which 3,000 died and, in the case of CNN, with the Rwandan genocide in the 1990s in which an estimated 500,000 to 600,000 were murdered, between 250, 000 and 500,000 women were raped, and populations of whole towns were hacked to death with machetes. To make those comparisons purely for Cult political reasons is beyond insulting to those that suffered and lost their lives and confirms yet again the callous inhumanity that we are dealing with. Schumer is a monumental idiot and so is Schiff, but they serve the Cult agenda and do whatever they're told so they get looked after. Talking of idiots – another inane man who spanned the Russia and Capitol impeachment attempts was Senator Eric Swalwell who had the nerve to accuse Trump of collusion with the Russians while sleeping with a Chinese spy called Christine Fang or 'Fang Fang' which is straight out of a Bond film no doubt starring Klaus Schwab as the bloke living on a secret island and controlling laser weapons positioned in space and pointing at world capitals. Fang Fang plays the part of Bond's infiltrator girlfriend which I'm sure she would enjoy rather more than sharing a bed with the brainless Swalwell, lying back and thinking of China. The FBI eventually warned Swalwell about Fang Fang which gave her time to escape back to the Chinese dictatorship. How very thoughtful of them. The second Trump impeachment also failed and hardly surprising when an impeachment is supposed to remove a sitting president and by the time it happened Trump was no longer president. These people are running your country America, well, officially anyway. Terrifying isn't it?

## Outcomes tell the story - always

The outcome of all this – and it's the *outcome* on which Renegade Minds focus, not the words – was that a vicious, hysterical and

obviously pre-planned assault was launched on Pushbackers to censor, silence and discredit them and even targeted their right to earn a living. They have since been condemned as 'domestic terrorists' that need to be treated like Al-Qaeda and Islamic State. 'Domestic terrorists' is a label the Cult has been trying to make stick since the period of the Oklahoma bombing in 1995 which was blamed on 'far-right domestic terrorists'. If you read *The Trigger* you will see that the bombing was clearly a Problem-Reaction-Solution carried out by the Deep State during a Bill Clinton administration so corrupt that no dictionary definition of the term would even nearly suffice. Nearly 30, 000 troops were deployed from all over America to the empty streets of Washington for Biden's inauguration. Ten thousand of them stayed on with the pretext of protecting the capital from insurrectionists when it was more psychological programming to normalise the use of the military in domestic law enforcement in support of the Cult plan for a police-military state. Biden's fascist administration began a purge of 'wrong-thinkers' in the military which means anyone that is not on board with Woke. The Capitol Building was surrounded by a fence with razor wire and the Land of the Free was further symbolically and literally dismantled. The circle was completed with the installation of Biden and the exploitation of the QAnon Psyop.

America had never been so divided since the civil war of the 19th century, Pushbackers were isolated and dubbed terrorists and now, as was always going to happen, the Cult immediately set about deleting what little was left of freedom and transforming American society through a swish of the hand of the most controlled 'president' in American history leading (officially at least) the most extreme regime since the country was declared an independent state on July 4th, 1776. Biden issued undebated, dictatorial executive orders almost by the hour in his opening days in office across the whole spectrum of the Cult wish-list including diluting controls on the border with Mexico allowing thousands of migrants to illegally enter the United States to transform the demographics of America and import an election-changing number of perceived Democrat

voters. Then there were Biden deportation amnesties for the already illegally resident (estimated to be as high as 20 or even 30 million). A bill before Congress awarded American citizenship to anyone who could prove they had worked in agriculture for just 180 days in the previous two years as 'Big Ag' secured its slave labour long-term. There were the plans to add new states to the union such as Puerto Rico and making Washington DC a state. They are all parts of a plan to ensure that the Cult-owned Woke Democrats would be permanently in power.

## Border – what border?

I have exposed in detail in other books how mass immigration into the United States and Europe is the work of Cult networks fuelled by the tens of billions spent to this and other ends by George Soros and his global Open Society (open borders) Foundations. The impact can be seen in America alone where the population has increased by *100 million* in little more than 30 years mostly through immigration. I wrote in *The Answer* that the plan was to have so many people crossing the southern border that the numbers become unstoppable and we are now there under Cult-owned Biden. El Salvador in Central America puts the scale of what is happening into context. A third of the population now lives in the United States, much of it illegally, and many more are on the way. The methodology is to crush Central and South American countries economically and spread violence through machete-wielding psychopathic gangs like MS-13 based in El Salvador and now operating in many American cities. Biden-imposed lax security at the southern border means that it is all but open. He said before his 'election' that he wanted to see a surge towards the border if he became president and that was the green light for people to do just that after election day to create the human disaster that followed for both America and the migrants. When that surge came the imbecilic Alexandria Ocasio-Cortez said it wasn't a 'surge' because they are 'children, not insurgents' and the term 'surge' (used by Biden) was a claim of 'white supremacists'.

This disingenuous lady may one day enter the realm of the most basic intelligence, but it won't be any time soon.

Sabbatians and the Cult are in the process of destroying America by importing violent people and gangs in among the genuine to terrorise American cities and by overwhelming services that cannot cope with the sheer volume of new arrivals. Something similar is happening in Europe as Western society in general is targeted for demographic and cultural transformation and upheaval. The plan demands violence and crime to create an environment of intimidation, fear and division and Soros has been funding the election of district attorneys across America who then stop prosecuting many crimes, reduce sentences for violent crimes and free as many violent criminals as they can. Sabbatians are creating the chaos from which order – their order – can respond in a classic Problem-Reaction-Solution. A Freemasonic moto says 'Ordo Ab Chao' (Order out of Chaos) and this is why the Cult is constantly creating chaos to impose a new 'order'. Here you have the reason the Cult is constantly creating chaos. The 'Covid' hoax can be seen with those entering the United States by plane being forced to take a 'Covid' test while migrants flooding through southern border processing facilities do not. Nothing is put in the way of mass migration and if that means ignoring the government's own 'Covid' rules then so be it. They know it's all bullshit anyway. Any pushback on this is denounced as 'racist' by Wokers and Sabbatian fronts like the ultra-Zionist Anti-Defamation League headed by the appalling Jonathan Greenblatt which at the same time argues that Israel should not give citizenship and voting rights to more Palestinian Arabs or the 'Jewish population' (in truth the Sabbatian network) will lose control of the country.

## Society-changing numbers

Biden's masters have declared that countries like El Salvador are so dangerous that their people must be allowed into the United States for humanitarian reasons when there are fewer murders in large parts of many Central American countries than in US cities like

Baltimore. That is not to say Central America cannot be a dangerous place and Cult-controlled American governments have been making it so since way back, along with the dismantling of economies, in a long-term plan to drive people north into the United States. Parts of Central America are very dangerous, but in other areas the story is being greatly exaggerated to justify relaxing immigration criteria. Migrants are being offered free healthcare and education in the United States as another incentive to head for the border and there is no requirement to be financially independent before you can enter to prevent the resources of America being drained. You can't blame migrants for seeking what they believe will be a better life, but they are being played by the Cult for dark and nefarious ends. The numbers since Biden took office are huge. In February, 2021, more than 100,000 people were known to have tried to enter the US illegally through the southern border (it was 34,000 in the same month in 2020) and in March it was 170,000 – a 418 percent increase on March, 2020. These numbers are only known people, not the ones who get in unseen. The true figure for migrants illegally crossing the border in a single month was estimated by one congressman at 250,000 and that number will only rise under Biden's current policy. Gangs of murdering drug-running thugs that control the Mexican side of the border demand money – thousands of dollars – to let migrants cross the Rio Grande into America. At the same time gun battles are breaking out on the border several times a week between rival Mexican drug gangs (which now operate globally) who are equipped with sophisticated military-grade weapons, grenades and armoured vehicles. While the Capitol Building was being 'protected' from a non-existent 'threat' by thousands of troops, and others were still deployed at the time in the Cult Neocon war in Afghanistan, the southern border of America was left to its fate. This is not incompetence, it is cold calculation.

By March, 2021, there were 17,000 unaccompanied children held at border facilities and many of them are ensnared by people traffickers for paedophile rings and raped on their journey north to America. This is not conjecture – this is fact. Many of those designated

children are in reality teenage boys or older. Meanwhile Wokers posture their self-purity for encouraging poor and tragic people to come to America and face this nightmare both on the journey and at the border with the disgusting figure of House Speaker Nancy Pelosi giving disingenuous speeches about caring for migrants. The woman's evil. Wokers condemned Trump for having children in cages at the border (so did Obama, *Shhhh*), but now they are sleeping on the floor without access to a shower with one border facility 729 percent over capacity. The Biden insanity even proposed flying migrants from the southern border to the northern border with Canada for 'processing'. The whole shambles is being overseen by ultra-Zionist Secretary of Homeland Security, the moronic liar Alejandro Mayorkas, who banned news cameras at border facilities to stop Americans seeing what was happening. Mayorkas said there was not a ban on news crews; it was just that they were not allowed to film. Alongside him at Homeland Security is another ultra-Zionist Cass Sunstein appointed by Biden to oversee new immigration laws. Sunstein despises conspiracy researchers to the point where he suggests they should be banned or *taxed* for having such views. The man is not bonkers or anything. He's perfectly well-adjusted, but adjusted to what is the question. Criticise what is happening and you are a 'white supremacist' when earlier non-white immigrants also oppose the numbers which effect their lives and opportunities. Black people in poor areas are particularly damaged by uncontrolled immigration and the increased competition for work opportunities with those who will work for less. They are also losing voting power as Hispanics become more dominant in former black areas. It's a downward spiral for them while the billionaires behind the policy drone on about how much they care about black people and 'racism'. None of this is about compassion for migrants or black people – that's just wind and air. Migrants are instead being mercilessly exploited to transform America while the countries they leave are losing their future and the same is true in Europe. Mass immigration may now be the work of Woke Democrats, but it can be traced back to the 1986 Immigration Reform and Control Act (it

wasn't) signed into law by Republican hero President Ronald Reagan which gave amnesty to millions living in the United States illegally and other incentives for people to head for the southern border. Here we have the one-party state at work again.

## Save me syndrome

Almost every aspect of what I have been exposing as the Cult agenda was on display in even the first days of 'Biden' with silencing of Pushbackers at the forefront of everything. A Renegade Mind will view the Trump years and QAnon in a very different light to their supporters and advocates as the dots are connected. The QAnon/Trump Psyop has given the Cult all it was looking for. We may not know how much, or little, that Trump realised he was being used, but that's a side issue. This pincer movement produced the desired outcome of dividing America and having Pushbackers isolated. To turn this around we have to look at new routes to empowerment which do not include handing our power to other people and groups through what I will call the 'Save Me Syndrome' – 'I want someone else to do it so that I don't have to'. We have seen this at work throughout human history and the QAnon/Trump Psyop is only the latest incarnation alongside all the others. Religion is an obvious expression of this when people look to a 'god' or priest to save them or tell them how to be saved and then there are 'save me' politicians like Trump. Politics is a diversion and not a 'saviour'. It is a means to block positive change, not make it possible.

Save Me Syndrome always comes with the same repeating theme of handing your power to whom or what you believe will save you while your real 'saviour' stares back from the mirror every morning. Renegade Minds are constantly vigilant in this regard and always asking the question 'What can I do?' rather than 'What can someone else do for me?' Gandhi was right when he said: 'You must be the change you want to see in the world.' We are indeed the people we have been waiting for. We are presented with a constant raft of reasons to concede that power to others and forget where the real power is. Humanity has the numbers and the Cult does not. It has to

use diversion and division to target the unstoppable power that comes from unity. Religions, governments, politicians, corporations, media, QAnon, are all different manifestations of this power-diversion and dilution. Refusing to give your power to governments and instead handing it to Trump and QAnon is not to take a new direction, but merely to recycle the old one with new names on the posters. I will explore this phenomenon as we proceed and how to break the cycles and recycles that got us here through the mists of repeating perception and so repeating history.

For now we shall turn to the most potent example in the entire human story of the consequences that follow when you give your power away. I am talking, of course, of the 'Covid' hoax.

## CHAPTER FOUR

# 'Covid': Calculated catastrophe

***Facts are threatening to those invested in fraud***
**DaShanne Stokes**

We can easily unravel the real reason for the 'Covid pandemic' hoax by employing the Renegade Mind methodology that I have outlined this far. We'll start by comparing the long-planned Cult outcome with the 'Covid pandemic' outcome. Know the outcome and you'll see the journey.

I have highlighted the plan for the Hunger Games Society which has been in my books for so many years with the very few controlling the very many through ongoing dependency. To create this dependency it is essential to destroy independent livelihoods, businesses and employment to make the population reliant on the state (the Cult) for even the basics of life through a guaranteed pittance income. While independence of income remained these Cult ambitions would be thwarted. With this knowledge it was easy to see where the 'pandemic' hoax was going once talk of 'lockdowns' began and the closing of all but perceived 'essential' businesses to 'save' us from an alleged 'deadly virus'. Cult corporations like Amazon and Walmart were naturally considered 'essential' while mom and pop shops and stores had their doors closed by fascist decree. As a result with every new lockdown and new regulation more small and medium, even large businesses not owned by the Cult, went to the wall while Cult giants and their frontmen and women grew financially fatter by the second. Mom and pop were

denied an income and the right to earn a living and the wealth of people like Jeff Bezos (Amazon), Mark Zuckerberg (Facebook) and Sergei Brin and Larry Page (Google/Alphabet) have reached record levels. The Cult was increasing its own power through further dramatic concentrations of wealth while the competition was being destroyed and brought into a state of dependency. Lockdowns have been instigated to secure that very end and were never anything to do with health. My brother Paul spent 45 years building up a bus repair business, but lockdowns meant buses were running at a fraction of normal levels for months on end. Similar stories can told in their hundreds of millions worldwide. Efforts of a lifetime coldly destroyed by Cult multi-billionaires and their lackeys in government and law enforcement who continued to earn their living from the taxation of the people while denying the right of the same people to earn theirs. How different it would have been if those making and enforcing these decisions had to face the same financial hardships of those they affected, but they never do.

## Gates of Hell

Behind it all in the full knowledge of what he is doing and why is the psychopathic figure of Cult operative Bill Gates. His puppet Tedros at the World Health Organization declared 'Covid' a pandemic in March, 2020. The WHO had changed the definition of a 'pandemic' in 2009 just a month before declaring the 'swine flu pandemic' which would not have been so under the previous definition. The same applies to 'Covid'. The definition had included… 'an infection by an infectious agent, occurring simultaneously in different countries, with a significant mortality rate relative to the proportion of the population infected'. The new definition removed the need for 'significant mortality'. The 'pandemic' has been fraudulent even down to the definition, but Gates demanded economy-destroying lockdowns, school closures, social distancing, mandatory masks, a 'vaccination' for every man, woman and child on the planet and severe consequences and restrictions for those that refused. Who gave him this power? The

Cult did which he serves like a little boy in short trousers doing what his daddy tells him. He and his psychopathic missus even smiled when they said that much worse was to come (what they knew was planned to come). Gates responded in the matter-of-fact way of all psychopaths to a question about the effect on the world economy of what he was doing:

> Well, it won't go to zero but it will shrink. Global GDP is probably going to take the biggest hit ever [Gates was smiling as he said this] … in my lifetime this will be the greatest economic hit. But you don't have a choice. People act as if you have a choice. People don't feel like going to the stadium when they might get infected … People are deeply affected by seeing these stats, by knowing they could be part of the transmission chain, old people, their parents and grandparents, could be affected by this, and so you don't get to say ignore what is going on here.
>
> There will be the ability to open up, particularly in rich countries, if things are done well over the next few months, but for the world at large normalcy only returns when we have largely vaccinated the entire population.

The man has no compassion or empathy. How could he when he's a psychopath like all Cult players? My own view is that even beyond that he is very seriously mentally ill. Look in his eyes and you can see this along with his crazy flailing arms. You don't do what he has done to the world population since the start of 2020 unless you are mentally ill and at the most extreme end of psychopathic. You especially don't do it when to you know, as we shall see, that cases and deaths from 'Covid' are fakery and a product of monumental figure massaging. 'These stats' that Gates referred to are based on a 'test' that's not testing for the 'virus' as he has known all along. He made his fortune with big Cult support as an infamously ruthless software salesman and now buys global control of 'health' (death) policy without the population he affects having any say. It's a breathtaking outrage. Gates talked about people being deeply affected by fear of 'Covid' when that was because of *him* and his global network lying to them minute-by-minute supported by a lying media that he seriously influences and funds to the tune of hundreds of millions. He's handed big sums to media operations including the BBC, NBC, Al Jazeera, Univision, *PBS NewsHour*,

*ProPublica, National Journal, The Guardian, The Financial Times, The Atlantic, Texas Tribune, USA Today* publisher Gannett, *Washington Monthly, Le Monde,* Center for Investigative Reporting, Pulitzer Center on Crisis Reporting, National Press Foundation, International Center for Journalists, Solutions Journalism Network, the Poynter Institute for Media Studies, and many more. Gates is everywhere in the 'Covid' hoax and the man must go to prison – or a mental facility – for the rest of his life and his money distributed to those he has taken such enormous psychopathic pleasure in crushing.

## The Muscle

The Hunger Games global structure demands a police-military state – a fusion of the two into one force – which viciously imposes the will of the Cult on the population and protects the Cult from public rebellion. In that regard, too, the 'Covid' hoax just keeps on giving. Often unlawful, ridiculous and contradictory 'Covid' rules and regulations have been policed across the world by moronic automatons and psychopaths made faceless by face-nappy masks and acting like the Nazi SS and fascist blackshirts and brownshirts of Hitler and Mussolini. The smallest departure from the rules decreed by the psychos in government and their clueless gofers were jumped upon by the face-nappy fascists. Brutality against public protestors soon became commonplace even on girls, women and old people as the brave men with the batons – the Face-Nappies as I call them – broke up peaceful protests and handed out fines like confetti to people who couldn't earn a living let alone pay hundreds of pounds for what was once an accepted human right. Robot Face-Nappies of Nottingham police in the English East Midlands fined one group £11,000 for attending a child's birthday party. For decades I charted the transformation of law enforcement as genuine, decent officers were replaced with psychopaths and the brain dead who would happily and brutally do whatever their masters told them. Now they were let loose on the public and I would emphasise the point that none of this just happened. The step-by-step change in the dynamic between police and public was orchestrated from the shadows by

those who knew where this was all going and the same with the perceptual reframing of those in all levels of authority and official administration through 'training courses' by organisations such as Common Purpose which was created in the late 1980s and given a massive boost in Blair era Britain until it became a global phenomenon. Supposed public 'servants' began to view the population as the enemy and the same was true of the police. This was the start of the explosion of behaviour manipulation organisations and networks preparing for the all-war on the human psyche unleashed with the dawn of 2020. I will go into more detail about this later in the book because it is a core part of what is happening.

Police desecrated beauty spots to deter people gathering and arrested women for walking in the countryside alone 'too far' from their homes. We had arrogant, clueless sergeants in the Isle of Wight police where I live posting on Facebook what they insisted the population must do or else. A schoolmaster sergeant called Radford looked young enough for me to ask if his mother knew he was out, but he was posting what he *expected* people to do while a Sergeant Wilkinson boasted about fining lads for meeting in a McDonald's car park where they went to get a lockdown takeaway. Wilkinson added that he had even cancelled their order. What a pair of prats these people are and yet they have increasingly become the norm among Jackboot Johnson's Yellowshirts once known as the British police. This was the theme all over the world with police savagery common during lockdown protests in the United States, the Netherlands, and the fascist state of Victoria in Australia under its tyrannical and again moronic premier Daniel Andrews. Amazing how tyrannical and moronic tend to work as a team and the same combination could be seen across America as arrogant, narcissistic Woke governors and mayors such as Gavin Newsom (California), Andrew Cuomo (New York), Gretchen Whitmer (Michigan), Lori Lightfoot (Chicago) and Eric Garcetti (Los Angeles) did their Nazi and Stalin impressions with the full support of the compliant brutality of their enforcers in uniform as they arrested small business owners defying

fascist shutdown orders and took them to jail in ankle shackles and handcuffs. This happened to bistro owner Marlena Pavlos-Hackney in Gretchen Whitmer's fascist state of Michigan when police arrived to enforce an order by a state-owned judge for 'putting the community at risk' at a time when other states like Texas were dropping restrictions and migrants were pouring across the southern border without any 'Covid' questions at all. I'm sure there are many officers appalled by what they are ordered to do, but not nearly enough of them. If they were truly appalled they would not do it. As the months passed every opportunity was taken to have the military involved to make their presence on the streets ever more familiar and 'normal' for the longer-term goal of police-military fusion.

Another crucial element to the Hunger Games enforcement network has been encouraging the public to report neighbours and others for 'breaking the lockdown rules'. The group faced with £11,000 in fines at the child's birthday party would have been dobbed-in by a neighbour with a brain the size of a pea. The technique was most famously employed by the Stasi secret police in communist East Germany who had public informants placed throughout the population. A police chief in the UK says his force doesn't need to carry out 'Covid' patrols when they are flooded with so many calls from the public reporting other people for visiting the beach. Dorset police chief James Vaughan said people were so enthusiastic about snitching on their fellow humans they were now operating as an auxiliary arm of the police: 'We are still getting around 400 reports a week from the public, so we will respond to reports …We won't need to be doing hotspot patrols because people are very quick to pick the phone up and tell us.' Vaughan didn't say that this is a pillar of all tyrannies of whatever complexion and the means to hugely extend the reach of enforcement while spreading distrust among the people and making them wary of doing anything that might get them reported. Those narcissistic Isle of Wight sergeants Radford and Wilkinson never fail to add a link to their Facebook posts where the public can inform on their fellow slaves.

Neither would be self-aware enough to realise they were imitating the Stasi which they might well never have heard of. Government psychologists that I will expose later laid out a policy to turn communities against each other in the same way.

## A coincidence? Yep, and I can knit fog

I knew from the start of the alleged pandemic that this was a Cult operation. It presented limitless potential to rapidly advance the Cult agenda and exploit manipulated fear to demand that every man, woman and child on the planet was 'vaccinated' in a process never used on humans before which infuses self-replicating *synthetic* material into human cells. Remember the plan to transform the human body from a biological to a synthetic biological state. I'll deal with the 'vaccine' (that's not actually a vaccine) when I focus on the genetic agenda. Enough to say here that mass global 'vaccination' justified by this 'new virus' set alarms ringing after 30 years of tracking these people and their methods. The 'Covid' hoax officially beginning in China was also a big red flag for reasons I will be explaining. The agenda potential was so enormous that I could dismiss any idea that the 'virus' appeared naturally. Major happenings with major agenda implications never occur without Cult involvement in making them happen. My questions were twofold in early 2020 as the media began its campaign to induce global fear and hysteria: Was this alleged infectious agent released on purpose by the Cult or did it even exist at all? I then did what I always do in these situations. I sat, observed and waited to see where the evidence and information would take me. By March and early April synchronicity was strongly – and ever more so since then – pointing me in the direction of *there is no 'virus'*. I went public on that with derision even from swathes of the alternative media that voiced a scenario that the Chinese government released the 'virus' in league with Deep State elements in the United States from a top-level bio-lab in Wuhan where the 'virus' is said to have first appeared. I looked at that possibility, but I didn't buy it for several reasons. Deaths from the 'virus' did not in any way match what they

would have been with a 'deadly bioweapon' and it is much more effective if you sell the *illusion* of an infectious agent rather than having a real one unless you can control through injection who has it and who doesn't. Otherwise you lose control of events. A made-up 'virus' gives you a blank sheet of paper on which you can make it do whatever you like and have any symptoms or mutant 'variants' you choose to add while a real infectious agent would limit you to what it actually does. A phantom disease allows you to have endless ludicrous 'studies' on the 'Covid' dollar to widen the perceived impact by inventing ever more 'at risk' groups including one study which said those who walk slowly may be almost four times more likely to die from the 'virus'. People are in psychiatric wards for less.

A real 'deadly bioweapon' can take out people in the hierarchy that are not part of the Cult, but essential to its operation. Obviously they don't want that. Releasing a real disease means you immediately lose control of it. Releasing an illusory one means you don't. Again it's vital that people are extra careful when dealing with what they want to hear. A bioweapon unleashed from a Chinese laboratory in collusion with the American Deep State may fit a conspiracy narrative, but is it true? Would it not be far more effective to use the excuse of a 'virus' to justify the real bioweapon – the 'vaccine'? That way your disease agent does not have to be transmitted and arrives directly through a syringe. I saw a French virologist Luc Montagnier quoted in the alternative media as saying he had discovered that the alleged 'new' severe acute respiratory syndrome coronavirus , or SARS-CoV-2, was made artificially and included elements of the human immunodeficiency 'virus' (HIV) and a parasite that causes malaria. SARS-CoV-2 is alleged to trigger an alleged illness called Covid-19. I remembered Montagnier's name from my research years before into claims that an HIV 'retrovirus' causes AIDs – claims that were demolished by Berkeley virologist Peter Duesberg who showed that no one had ever proved that HIV causes acquired immunodeficiency syndrome or AIDS. Claims that become accepted as fact, publicly and medically, with no proof whatsoever are an ever-recurring story that profoundly applies to

'Covid'. Nevertheless, despite the lack of proof, Montagnier's team at the Pasteur Institute in Paris had a long dispute with American researcher Robert Gallo over which of them discovered and isolated the HIV 'virus' and with *no evidence* found it to cause AIDS. You will see later that there is also no evidence that any 'virus' causes any disease or that there is even such a thing as a 'virus' in the way it is said to exist. The claim to have 'isolated' the HIV 'virus' will be presented in its real context as we come to the shocking story – and it is a story – of SARS-CoV-2 and so will Montagnier's assertion that he identified the full SARS-CoV-2 genome.

## Hoax in the making

We can pick up the 'Covid' story in 2010 and the publication by the Rockefeller Foundation of a document called 'Scenarios for the Future of Technology and International Development'. The inner circle of the Rockefeller family has been serving the Cult since John D. Rockefeller (1839-1937) made his fortune with Standard Oil. It is less well known that the same Rockefeller – the Bill Gates of his day – was responsible for establishing what is now referred to as 'Big Pharma', the global network of pharmaceutical companies that make outrageous profits dispensing scalpel and drug 'medicine' and are obsessed with pumping vaccines in ever-increasing number into as many human arms and backsides as possible. John D. Rockefeller was the driving force behind the creation of the 'education' system in the United States and elsewhere specifically designed to program the perceptions of generations thereafter. The Rockefeller family donated exceptionally valuable land in New York for the United Nations building and were central in establishing the World Health Organization in 1948 as an agency of the UN which was created from the start as a Trojan horse and stalking horse for world government. Now enter Bill Gates. His family and the Rockefellers have long been extremely close and I have seen genealogy which claims that if you go back far enough the two families fuse into the same bloodline. Gates has said that the Bill and Melinda Gates Foundation was inspired by the Rockefeller Foundation and why not

when both are serving the same Cult? Major tax-exempt foundations are overwhelmingly criminal enterprises in which Cult assets fund the Cult agenda in the guise of 'philanthropy' while avoiding tax in the process. Cult operatives can become mega-rich in their role of front men and women for the psychopaths at the inner core and they, too, have to be psychopaths to knowingly serve such evil. Part of the deal is that a big percentage of the wealth gleaned from representing the Cult has to be spent advancing the ambitions of the Cult and hence you have the Rockefeller Foundation, Bill and Melinda Gates Foundation (and *so* many more) and people like George Soros with his global Open Society Foundations spending their billions in pursuit of global Cult control. Gates is a global public face of the Cult with his interventions in world affairs including Big Tech influence; a central role in the 'Covid' and 'vaccine' scam; promotion of the climate change shakedown; manipulation of education; geoengineering of the skies; and his food-control agenda as the biggest owner of farmland in America, his GMO promotion and through other means. As one writer said: 'Gates monopolizes or wields disproportionate influence over the tech industry, global health and vaccines, agriculture and food policy (including biopiracy and fake food), weather modification and other climate technologies, surveillance, education and media.' The almost limitless wealth secured through Microsoft and other not-allowed-to-fail ventures (including vaccines) has been ploughed into a long, long list of Cult projects designed to enslave the entire human race. Gates and the Rockefellers have been working as one unit with the Rockefeller-established World Health Organization leading global 'Covid' policy controlled by Gates through his mouth-piece Tedros. Gates became the WHO's biggest funder when Trump announced that the American government would cease its donations, but Biden immediately said he would restore the money when he took office in January, 2021. The Gates Foundation (the Cult) owns through limitless funding the world health system and the major players across the globe in the 'Covid' hoax.

Okay, with that background we return to that Rockefeller Foundation document of 2010 headed 'Scenarios for the Future of Technology and International Development' and its 'imaginary' epidemic of a virulent and deadly influenza strain which infected 20 percent of the global population and killed eight million in seven months. The Rockefeller scenario was that the epidemic destroyed economies, closed shops, offices and other businesses and led to governments imposing fierce rules and restrictions that included mandatory wearing of face masks and body-temperature checks to enter communal spaces like railway stations and supermarkets. The document predicted that even after the height of the Rockefeller-envisaged epidemic the authoritarian rule would continue to deal with further pandemics, transnational terrorism, environmental crises and rising poverty. Now you may think that the Rockefellers are our modern-day seers or alternatively, and rather more likely, that they well knew what was planned a few years further on. Fascism had to be imposed, you see, to 'protect citizens from risk and exposure'. The Rockefeller scenario document said:

During the pandemic, national leaders around the world flexed their authority and imposed airtight rules and restrictions, from the mandatory wearing of face masks to body-temperature checks at the entries to communal spaces like train stations and supermarkets. Even after the pandemic faded, this more authoritarian control and oversight of citizens and their activities stuck and even intensified. In order to protect themselves from the spread of increasingly global problems – from pandemics and transnational terrorism to environmental crises and rising poverty – leaders around the world took a firmer grip on power.

At first, the notion of a more controlled world gained wide acceptance and approval. Citizens willingly gave up some of their sovereignty – and their privacy – to more paternalistic states in exchange for greater safety and stability. Citizens were more tolerant, and even eager, for top-down direction and oversight, and national leaders had more latitude to impose order in the ways they saw fit.

In developed countries, this heightened oversight took many forms: biometric IDs for all citizens, for example, and tighter regulation of key industries whose stability was deemed vital to national interests. In many developed countries, enforced cooperation with a suite of new regulations and agreements slowly but steadily restored both order and, importantly, economic growth.

There we have the prophetic Rockefellers in 2010 and three years later came their paper for the Global Health Summit in Beijing, China, when government representatives, the private sector, international organisations and groups met to discuss the next 100 years of 'global health'. The Rockefeller Foundation-funded paper was called 'Dreaming the Future of Health for the Next 100 Years and more prophecy ensued as it described a dystopian future: 'The abundance of data, digitally tracking and linking people may mean the 'death of privacy' and may replace physical interaction with transient, virtual connection, generating isolation and raising questions of how values are shaped in virtual networks.' Next in the 'Covid' hoax preparation sequence came a 'table top' simulation in 2018 for another 'imaginary' pandemic of a disease called Clade X which was said to kill 900 million people. The exercise was organised by the Gates-funded Johns Hopkins University's Center for Health Security in the United States and this is the very same university that has been compiling the disgustingly and systematically erroneous global figures for 'Covid' cases and deaths. Similar Johns Hopkins health crisis scenarios have included the Dark Winter exercise in 2001 and Atlantic Storm in 2005.

## Nostradamus 201

For sheer predictive genius look no further prophecy-watchers than the Bill Gates-funded Event 201 held only six weeks before the 'coronavirus pandemic' is supposed to have broken out in China and Event 201 was based on a scenario of a global 'coronavirus pandemic'. Melinda Gates, the great man's missus, told the BBC that he had 'prepared for years' for a coronavirus pandemic which told us what we already knew. Nostradamugates had predicted in a TED talk in 2015 that a pandemic was coming that would kill a lot of people and demolish the world economy. My god, the man is a machine – possibly even literally. Now here he was only weeks before the real thing funding just such a simulated scenario and involving his friends and associates at Johns Hopkins, the World Economic Forum Cult-front of Klaus Schwab, the United Nations,

Johnson & Johnson, major banks, and officials from China and the Centers for Disease Control in the United States. What synchronicity – Johns Hopkins would go on to compile the fraudulent 'Covid' figures, the World Economic Forum and Schwab would push the 'Great Reset' in response to 'Covid', the Centers for Disease Control would be at the forefront of 'Covid' policy in the United States, Johnson & Johnson would produce a 'Covid vaccine', and everything would officially start just weeks later in China. Spooky, eh? They were even accurate in creating a simulation of a 'virus' pandemic because the 'real thing' would also be a simulation. Event 201 was not an exercise preparing for something that might happen; it was a rehearsal for what those in control knew was *going* to happen and very shortly. Hours of this simulation were posted on the Internet and the various themes and responses mirrored what would soon be imposed to transform human society. News stories were inserted and what they said would be commonplace a few weeks later with still more prophecy perfection. Much discussion focused on the need to deal with misinformation and the 'anti-vax movement' which is exactly what happened when the 'virus' arrived – was said to have arrived – in the West.

Cult-owned social media banned criticism and exposure of the official 'virus' narrative and when I said there *was* no 'virus' in early April, 2020, I was banned by one platform after another including YouTube, Facebook and later Twitter. The mainstream broadcast media in Britain was in effect banned from interviewing me by the Tony-Blair-created government broadcasting censor Ofcom headed by career government bureaucrat Melanie Dawes who was appointed just as the 'virus' hoax was about to play out in January, 2020. At the same time the Ickonic media platform was using Vimeo, another ultra-Zionist-owned operation, while our own player was being created and they deleted in an instant hundreds of videos, documentaries, series and shows to confirm their unbelievable vindictiveness. We had copies, of course, and they had to be restored one by one when our player was ready. These people have no class. Sabbatian Facebook promised free advertisements for the Gates-

controlled World Health Organization narrative while deleting 'false claims and conspiracy theories' to stop 'misinformation' about the alleged coronavirus. All these responses could be seen just a short while earlier in the scenarios of Event 201. Extreme censorship was absolutely crucial for the Cult because the official story was so ridiculous and unsupportable by the evidence that it could never survive open debate and the free-flow of information and opinion. If you can't win a debate then don't have one is the Cult's approach throughout history. Facebook's little boy front man – front boy – Mark Zuckerberg equated 'credible and accurate information' with official sources and exposing their lies with 'misinformation'.

## Silencing those that can see

The censorship dynamic of Event 201 is now the norm with an army of narrative-supporting 'fact-checker' organisations whose entire reason for being is to tell the public that official narratives are true and those exposing them are lying. One of the most appalling of these 'fact-checkers' is called NewsGuard founded by ultra-Zionist Americans Gordon Crovitz and Steven Brill. Crovitz is a former publisher of *The Wall Street Journal*, former Executive Vice President of Dow Jones, a member of the Council on Foreign Relations (CFR), and on the board of the American Association of Rhodes Scholars. The CFR and Rhodes Scholarships, named after Rothschild agent Cecil Rhodes who plundered the gold and diamonds of South Africa for his masters and the Cult, have featured widely in my books. NewsGuard don't seem to like me for some reason – I really can't think why – and they have done all they can to have me censored and discredited which is, to quote an old British politician, like being savaged by a dead sheep. They are, however, like all in the censorship network, very well connected and funded by organisations themselves funded by, or connected to, Bill Gates. As you would expect with anything associated with Gates NewsGuard has an offshoot called HealthGuard which 'fights online health care hoaxes'. How very kind. Somehow the NewsGuard European Managing Director Anna-Sophie Harling, a remarkably young-

looking woman with no broadcasting experience and little hands-on work in journalism, has somehow secured a position on the 'Content Board' of UK government broadcast censor Ofcom. An executive of an organisation seeking to discredit dissidents of the official narratives is making decisions for the government broadcast 'regulator' about content?? Another appalling 'fact-checker' is Full Fact funded by George Soros and global censors Google and Facebook.

It's amazing how many activists in the 'fact-checking', 'anti-hate', arena turn up in government-related positions – people like UK Labour Party activist Imran Ahmed who heads the Center for Countering Digital Hate founded by people like Morgan McSweeney, now chief of staff to the Labour Party's hapless and useless 'leader' Keir Starmer. Digital Hate – which is what it really is – uses the American spelling of Center to betray its connection to a transatlantic network of similar organisations which in 2020 shapeshifted from attacking people for 'hate' to attacking them for questioning the 'Covid' hoax and the dangers of the 'Covid vaccine'. It's just a coincidence, you understand. This is one of Imran Ahmed's hysterical statements: 'I would go beyond calling anti-vaxxers conspiracy theorists to say they are an extremist group that pose a national security risk.' No one could ever accuse this prat of understatement and he's including in that those parents who are now against vaccines after their children were damaged for life or killed by them. He's such a nice man. Ahmed does the rounds of the Woke media getting soft-ball questions from spineless 'journalists' who never ask what right he has to campaign to destroy the freedom of speech of others while he demands it for himself. There also seems to be an overrepresentation in Ofcom of people connected to the narrative-worshipping BBC. This incredible global network of narrative-support was super-vital when the 'Covid' hoax was played in the light of the mega-whopper lies that have to be defended from the spotlight cast by the most basic intelligence.

## Setting the scene

The Cult plays the long game and proceeds step-by-step ensuring that everything is in place before major cards are played and they don't come any bigger than the 'Covid' hoax. The psychopaths can't handle events where the outcome isn't certain and as little as possible – preferably nothing – is left to chance. Politicians, government and medical officials who would follow direction were brought to illusory power in advance by the Cult web whether on the national stage or others like state governors and mayors of America. For decades the dynamic between officialdom, law enforcement and the public was changed from one of service to one of control and dictatorship. Behaviour manipulation networks established within government were waiting to impose the coming 'Covid' rules and regulations specifically designed to subdue and rewire the psyche of the people in the guise of protecting health. These included in the UK the Behavioural Insights Team part-owned by the British government Cabinet Office; the Scientific Pandemic Insights Group on Behaviours (SPI-B); and a whole web of intelligence and military groups seeking to direct the conversation on social media and control the narrative. Among them are the cyberwarfare (on the people) 77th Brigade of the British military which is also coordinated through the Cabinet Office as civilian and military leadership continues to combine in what they call the Fusion Doctrine. The 77th Brigade is a British equivalent of the infamous Israeli (Sabbatian) military cyberwarfare and Internet manipulation operation Unit 8200 which I expose at length in *The Trigger*. Also carefully in place were the medical and science advisers to government – many on the payroll past or present of Bill Gates – and a whole alternative structure of unelected government stood by to take control when elected parliaments were effectively closed down once the 'Covid' card was slammed on the table. The structure I have described here and so much more was installed in every major country through the Cult networks. The top-down control hierarchy looks like this: The Cult – Cult-owned Gates – the World Health Organization and Tedros – Gates-funded or controlled chief medical officers and science 'advisers' (dictators) in each country –

political 'leaders'– law enforcement – The People. Through this simple global communication and enforcement structure the policy of the Cult could be imposed on virtually the entire human population so long as they acquiesced to the fascism. With everything in place it was time for the button to be pressed in late 2019/early 2020.

These were the prime goals the Cult had to secure for its will to prevail:

1) Locking down economies, closing all but designated 'essential' businesses (Cult-owned corporations were 'essential'), and putting the population under house arrest was an imperative to destroy independent income and employment and ensure dependency on the Cult-controlled state in the Hunger Games Society. Lockdowns had to be established as the global blueprint from the start to respond to the 'virus' and followed by pretty much the entire world.

2) The global population had to be terrified into believing in a deadly 'virus' that didn't actually exist so they would unquestioningly obey authority in the belief that authority must know how best to protect them and their families. Software salesman Gates would suddenly morph into the world's health expert and be promoted as such by the Cult-owned media.

3) A method of testing that wasn't testing for the 'virus', but was only claimed to be, had to be in place to provide the illusion of 'cases' and subsequent 'deaths' that had a very different cause to the 'Covid-19' that would be scribbled on the death certificate.

4) Because there was no 'virus' and the great majority testing positive with a test not testing for the 'virus' would have no symptoms of anything the lie had to be sold that people without symptoms (without the 'virus') could still pass it on to others. This was crucial to justify for the first time quarantining – house arresting – healthy people. Without this the economy-destroying lockdown of *everybody* could not have been credibly sold.

5) The 'saviour' had to be seen as a vaccine which beyond evil drug companies were working like angels of mercy to develop as quickly as possible, with all corners cut, to save the day. The public must absolutely not know that the 'vaccine' had nothing to do with a 'virus' or that the contents were ready and waiting with a very different motive long before the 'Covid' card was even lifted from the pack.

I said in March, 2020, that the 'vaccine' would have been created way ahead of the 'Covid' hoax which justified its use and the following December an article in the New York *Intelligencer* magazine said the Moderna 'vaccine' had been 'designed' by

January, 2020. This was 'before China had even acknowledged that the disease could be transmitted from human to human, more than a week before the first confirmed coronavirus case in the United States'. The article said that by the time the first American death was announced a month later 'the vaccine had already been manufactured and shipped to the National Institutes of Health for the beginning of its Phase I clinical trial'. The 'vaccine' was actually 'designed' long before that although even with this timescale you would expect the article to ask how on earth it could have been done that quickly. Instead it asked why the 'vaccine' had not been rolled out then and not months later. Journalism in the mainstream is truly dead. I am going to detail in the next chapter why the 'virus' has never existed and how a hoax on that scale was possible, but first the foundation on which the Big Lie of 'Covid' was built.

## The test that doesn't test

Fraudulent 'testing' is the bottom line of the whole 'Covid' hoax and was the means by which a 'virus' that did not exist *appeared* to exist. They could only achieve this magic trick by using a test not testing for the 'virus'. To use a test that *was* testing for the 'virus' would mean that every test would come back negative given there was no 'virus'. They chose to exploit something called the RT-PCR test invented by American biochemist Kary Mullis in the 1980s who said publicly that his PCR test … *cannot detect infectious disease*. Yes, the 'test' used worldwide to detect infectious 'Covid' to produce all the illusory 'cases' and 'deaths' compiled by Johns Hopkins and others *cannot detect infectious disease*. This fact came from the mouth of the man who invented PCR and was awarded the Nobel Prize in Chemistry in 1993 for doing so. Sadly, and incredibly conveniently for the Cult, Mullis died in August, 2019, at the age of 74 just before his test would be fraudulently used to unleash fascism on the world. He was said to have died from pneumonia which was an irony in itself. A few months later he would have had 'Covid-19' on his death certificate. I say the timing of his death was convenient because had he lived Mullis, a brilliant, honest and decent man, would have been

vociferously speaking out against the use of his test to detect 'Covid' when it was never designed, or able, to do that. I know that to be true given that Mullis made the same point when his test was used to 'detect' – not detect – HIV. He had been seriously critical of the Gallo/Montagnier claim to have isolated the HIV 'virus' and shown it to cause AIDS for which Mullis said there was no evidence. AIDS is actually not a disease but a series of diseases from which people die all the time. When they die from those *same diseases* after a positive 'test' for HIV then AIDS goes on their death certificate. I think I've heard that before somewhere. Countries instigated a policy with 'Covid' that anyone who tested positive with a test not testing for the 'virus' and died of any other cause within 28 days and even longer 'Covid-19' had to go on the death certificate. Cases have come from the test that can't test for infectious disease and the deaths are those who have died of *anything* after testing positive with a test not testing for the 'virus'. I'll have much more later about the death certificate scandal.

Mullis was deeply dismissive of the now US 'Covid' star Anthony Fauci who he said was a liar who didn't know anything about anything – 'and I would say that to his face – nothing.' He said of Fauci: 'The man thinks he can take a blood sample, put it in an electron microscope and if it's got a virus in there you'll know it – he doesn't understand electron microscopy and he doesn't understand medicine and shouldn't be in a position like he's in.' That position, terrifyingly, has made him the decider of 'Covid' fascism policy on behalf of the Cult in his role as director since 1984 of the National Institute of Allergy and Infectious Diseases (NIAID) while his record of being wrong is laughable; but being wrong, so long as it's the *right kind* of wrong, is why the Cult loves him. He'll say anything the Cult tells him to say. Fauci was made Chief Medical Adviser to the President immediately Biden took office. Biden was installed in the White House by Cult manipulation and one of his first decisions was to elevate Fauci to a position of even more control. This is a coincidence? Yes, and I identify as a flamenco dancer called Lola. How does such an incompetent criminal like Fauci remain in that

pivotal position in American health since *the 1980s*? When you serve the Cult it looks after you until you are surplus to requirements. Kary Mullis said prophetically of Fauci and his like: 'Those guys have an agenda and it's not an agenda we would like them to have … they make their own rules, they change them when they want to, and Tony Fauci does not mind going on television in front of the people who pay his salary and lie directly into the camera.' Fauci has done that almost daily since the 'Covid' hoax began. Lying is in Fauci's DNA. To make the situation crystal clear about the PCR test this is a direct quote from its inventor Kary Mullis:

> It [the PCR test] doesn't tell you that you're sick and doesn't tell you that the thing you ended up with was really going to hurt you ...'

Ask yourself why governments and medical systems the world over have been using this very test to decide who is 'infected' with the SARS-CoV-2 'virus' and the alleged disease it allegedly causes, 'Covid-19'. The answer to that question will tell you what has been going on. By the way, here's a little show-stopper – the 'new' SARS-CoV-2 'virus' was 'identified' as such right from the start using … *the PCR test not testing for the 'virus'*. If you are new to this and find that shocking then stick around. I have hardly started yet. Even worse, other 'tests', like the 'Lateral Flow Device' (LFD), are considered so useless that they have to be *confirmed* by the PCR test! Leaked emails written by Ben Dyson, adviser to UK 'Health' Secretary Matt Hancock, said they were 'dangerously unreliable'. Dyson, executive director of strategy at the Department of Health, wrote: 'As of today, someone who gets a positive LFD result in (say) London has at best a 25 per cent chance of it being a true positive, but if it is a self-reported test potentially as low as 10 per cent (on an optimistic assumption about specificity) or as low as 2 per cent (on a more pessimistic assumption).' These are the 'tests' that schoolchildren and the public are being urged to have twice a week or more and have to isolate if they get a positive. Each fake positive goes in the statistics as a 'case' no matter how ludicrously inaccurate and the

'cases' drive lockdown, masks and the pressure to 'vaccinate'. The government said in response to the email leak that the 'tests' were accurate which confirmed yet again what shocking bloody liars they are. The real false positive rate is *100 percent* as we'll see. In another 'you couldn't make it up' the UK government agreed to pay £2.8 billion to California's Innova Medical Group to supply the irrelevant lateral flow tests. The company's primary test-making centre is in China. Innova Medical Group, established in March, 2020, is owned by Pasaca Capital Inc, chaired by Chinese-American millionaire Charles Huang who was born in Wuhan.

## How it works – and how it doesn't

The RT-PCR test, known by its full title of Polymerase chain reaction, is used across the world to make millions, even billions, of copies of a DNA/RNA genetic information sample. The process is called 'amplification' and means that a tiny sample of genetic material is amplified to bring out the detailed content. I stress that it is not testing for an infectious disease. It is simply amplifying a sample of genetic material. In the words of Kary Mullis: 'PCR is … just a process that's used to make a whole lot of something out of something.' To emphasise the point companies that make the PCR tests circulated around the world to 'test' for 'Covid' warn on the box that it can't be used to detect 'Covid' or infectious disease and is for research purposes only. It's okay, rest for a minute and you'll be fine. This is the test that produces the 'cases' and 'deaths' that have been used to destroy human society. All those global and national medical and scientific 'experts' demanding this destruction to 'save us' *KNOW* that the test is not testing for the 'virus' and the cases and deaths they claim to be real are an almost unimaginable fraud. Every one of them and so many others including politicians and psychopaths like Gates and Tedros must be brought before Nuremburg-type trials and jailed for the rest of their lives. The more the genetic sample is amplified by PCR the more elements of that material become sensitive to the test and by that I don't mean sensitive for a 'virus' but for elements of the genetic material which

is *naturally* in the body or relates to remnants of old conditions of various kinds lying dormant and causing no disease. Once the amplification of the PCR reaches a certain level *everyone* will test positive. So much of the material has been made sensitive to the test that everyone will have some part of it in their body. Even lying criminals like Fauci have said that once PCR amplifications pass 35 cycles everything will be a false positive that cannot be trusted for the reasons I have described. I say, like many proper doctors and scientists, that 100 percent of the 'positives' are false, but let's just go with Fauci for a moment.

He says that any amplification over 35 cycles will produce false positives and yet the US Centers for Disease Control (CDC) and Food and Drug Administration (FDA) have recommended up to *40 cycles* and the National Health Service (NHS) in Britain admitted in an internal document for staff that it was using *45 cycles* of amplification. A long list of other countries has been doing the same and at least one 'testing' laboratory has been using *50 cycles*. Have you ever heard a doctor, medical 'expert' or the media ask what level of amplification has been used to claim a 'positive'. The 'test' comes back 'positive' and so you have the 'virus', end of story. Now we can see how the government in Tanzania could send off samples from a goat and a pawpaw fruit under human names and both came back positive for 'Covid-19'. Tanzania president John Magufuli mocked the 'Covid' hysteria, the PCR test and masks and refused to import the DNA-manipulating 'vaccine'. The Cult hated him and an article sponsored by the Bill Gates Foundation appeared in the London *Guardian* in February, 2021, headed 'It's time for Africa to rein in Tanzania's anti-vaxxer president'. Well, 'reined in' he shortly was. Magufuli appeared in good health, but then, in March, 2021, he was dead at 61 from 'heart failure'. He was replaced by Samia Hassan Suhulu who is connected to Klaus Schwab's World Economic Forum and she immediately reversed Magufuli's 'Covid' policy. A sample of cola tested positive for 'Covid' with the PCR test in Germany while American actress and singer-songwriter Erykah Badu tested positive in one nostril and negative in the other. Footballer Ronaldo called

the PCR test 'bullshit' after testing positive three times and being forced to quarantine and miss matches when there was nothing wrong with him. The mantra from Tedros at the World Health Organization and national governments (same thing) has been test, test, test. They know that the more tests they can generate the more fake 'cases' they have which go on to become 'deaths' in ways I am coming to. The UK government has its Operation Moonshot planned to test multiple millions every day in workplaces and schools with free tests for everyone to use twice a week at home in line with the Cult plan from the start to make testing part of life. A government advertisement for an 'Interim Head of Asymptomatic Testing Communication' said the job included responsibility for delivering a 'communications strategy' (propaganda) 'to support the expansion of asymptomatic testing that *'normalises testing as part of everyday life*'. More tests means more fake 'cases', 'deaths' and fascism. I have heard of, and from, many people who booked a test, couldn't turn up, and yet got a positive result through the post for a test they'd never even had. The whole thing is crazy, but for the Cult there's method in the madness. Controlling and manipulating the level of amplification of the test means the authorities can control whenever they want the number of apparent 'cases' and 'deaths'. If they want to justify more fascist lockdown and destruction of livelihoods they keep the amplification high. If they want to give the illusion that lockdowns and the 'vaccine' are working then they lower the amplification and 'cases' and 'deaths' will appear to fall. In January, 2021, the Cult-owned World Health Organization suddenly warned laboratories about over-amplification of the test and to lower the threshold. Suddenly headlines began appearing such as: 'Why ARE "Covid" cases plummeting?' This was just when the vaccine rollout was underway and I had predicted months before they would make cases appear to fall through amplification tampering when the 'vaccine' came. These people are so predictable.

## Cow vaccines?

The question must be asked of what is on the test swabs being poked far up the nose of the population to the base of the brain? A nasal swab punctured one woman's brain and caused it to leak fluid. Most of these procedures are being done by people with little training or medical knowledge. Dr Lorraine Day, former orthopaedic trauma surgeon and Chief of Orthopaedic Surgery at San Francisco General Hospital, says the tests are really a *'vaccine'*. Cows have long been vaccinated this way. She points out that masks have to cover the nose and the mouth where it is claimed the 'virus' exists in saliva. Why then don't they take saliva from the mouth as they do with a DNA test instead of pushing a long swab up the nose towards the brain? The ethmoid bone separates the nasal cavity from the brain and within that bone is the cribriform plate. Dr Day says that when the swab is pushed up against this plate and twisted the procedure is 'depositing things back there'. She claims that among these 'things' are nanoparticles that can enter the brain. Researchers have noted that a team at the Gates-funded Johns Hopkins have designed tiny, star-shaped micro-devices that can latch onto intestinal mucosa and release drugs into the body. Mucosa is the thin skin that covers the inside surface of parts of the body such as *the nose* and mouth and produces mucus to protect them. The Johns Hopkins micro-devices are called 'theragrippers' and were 'inspired' by a parasitic worm that digs its sharp teeth into a host's intestines. Nasal swabs are also coated in the sterilisation agent ethylene oxide. The US National Cancer Institute posts this explanation on its website:

> At room temperature, ethylene oxide is a flammable colorless gas with a sweet odor. It is used primarily to produce other chemicals, including antifreeze. In smaller amounts, ethylene oxide is used as a pesticide and a sterilizing agent. The ability of ethylene oxide to damage DNA makes it an effective sterilizing agent but also accounts for its cancer-causing activity.

The Institute mentions lymphoma and leukaemia as cancers most frequently reported to be associated with occupational exposure to ethylene oxide along with stomach and breast cancers. How does anyone think this is going to work out with the constant testing

regime being inflicted on adults and children at home and at school that will accumulate in the body anything that's on the swab?

## Doctors know best

It is vital for people to realise that 'hero' doctors 'know' only what the Big Pharma-dominated medical authorities tell them to 'know' and if they refuse to 'know' what they are told to 'know' they are out the door. They are mostly not physicians or healers, but repeaters of the official narrative – or else. I have seen alleged professional doctors on British television make shocking statements that we are supposed to take seriously. One called 'Dr' Amir Khan, who is actually telling patients how to respond to illness, said that men could take the birth pill to 'help slow down the effects of Covid-19'. In March, 2021, another ridiculous 'Covid study' by an American doctor proposed injecting men with the female sex hormone progesterone as a 'Covid' treatment. British doctor Nighat Arif told the BBC that face coverings were now going to be part of ongoing normal. Yes, the vaccine protects you, she said (evidence?) … but the way to deal with viruses in the community was always going to come down to hand washing, face covering and keeping a physical distance. That's not what we were told before the 'vaccine' was circulating. Arif said she couldn't imagine ever again going on the underground or in a lift without a mask. I was just thanking my good luck that she was not my doctor when she said – in March, 2021 – that if 'we are *behaving* and we are doing all the right things' she thought we could 'have our nearest and dearest around us at home … around *Christmas* and N*ew Year!* Her patronising delivery was the usual school teacher talking to six-year-olds as she repeated every government talking point and probably believed them all. If we have learned anything from the 'Covid' experience surely it must be that humanity's perception of doctors needs a fundamental rethink. NHS 'doctor' Sara Kayat told her television audience that the 'Covid vaccine' would '100 percent prevent hospitalisation and death'. Not even Big Pharma claimed that. We have to stop taking 'experts' at their word without question when so many of them are

clueless and only repeating the party line on which their careers depend. That is not to say there are not brilliants doctors – there are and I have spoken to many of them since all this began – but you won't see them in the mainstream media or quoted by the psychopaths and yes-people in government.

## Remember the name – Christian Drosten

German virologist Christian Drosten, Director of Charité Institute of Virology in Berlin, became a national star after the pandemic hoax began. He was feted on television and advised the German government on 'Covid' policy. Most importantly to the wider world Drosten led a group that produced the 'Covid' testing protocol for the PCR test. What a remarkable feat given the PCR cannot test for infectious disease and even more so when you think that Drosten said that his method of testing for SARS-CoV-2 was developed 'without having virus material available'. *He developed a test for a 'virus' that he didn't have and had never seen*. Let that sink in as you survey the global devastation that came from what he did. The whole catastrophe of Drosten's 'test' was based on the alleged genetic sequence published by Chinese scientists on the Internet. We will see in the next chapter that this alleged 'genetic sequence' has never been produced by China or anyone and cannot be when there *is no* SARS-CoV-2. Drosten, however, doesn't seem to let little details like that get in the way. He was the lead author with Victor Corman from the same Charité Hospital of the paper 'Detection of 2019 novel coronavirus (2019-nCoV) by real-time PCR' published in a magazine called *Eurosurveillance*. This became known as the Corman-Drosten paper. In November, 2020, with human society devastated by the effects of the Corman-Drosten test baloney, the protocol was publicly challenged by 22 international scientists and independent researchers from Europe, the United States, and Japan. Among them were senior molecular geneticists, biochemists, immunologists, and microbiologists. They produced a document headed 'External peer review of the RTPCR test to detect SARS-Cov-2 Reveals 10 Major Flaws At The Molecular and Methodological Level: Consequences

For False-Positive Results'. The flaws in the Corman-Drosten test included the following:

- The test is non-specific because of erroneous design
- Results are enormously variable
- The test is unable to discriminate between the whole 'virus' and viral fragments
- It doesn't have positive or negative controls
- The test lacks a standard operating procedure
- It is unsupported by proper peer view

The scientists said the PCR 'Covid' testing protocol was not founded on science and they demanded the Corman-Drosten paper be retracted by *Eurosurveillance*. They said all present and previous Covid deaths, cases, and 'infection rates' should be subject to a massive retroactive inquiry. Lockdowns and travel restrictions should be reviewed and relaxed and those diagnosed through PCR to have 'Covid-19' should not be forced to isolate. Dr Kevin Corbett, a health researcher and nurse educator with a long academic career producing a stream of peer-reviewed publications at many UK universities, made the same point about the PCR test debacle. He said of the scientists' conclusions: 'Every scientific rationale for the development of that test has been totally destroyed by this paper. It's like Hiroshima/Nagasaki to the Covid test.' He said that China hadn't given them an isolated 'virus' when Drosten developed the test. Instead they had developed the test from *a sequence in a gene bank*.' Put another way … *they made it up*! The scientists were supported in this contention by a Portuguese appeals court which ruled in November, 2020, that PCR tests are unreliable and it is unlawful to quarantine people based solely on a PCR test. The point about China not providing an isolated virus must be true when the 'virus' has never been isolated to this day and the consequences of that will become clear. Drosten and company produced this useless 'protocol' right on cue in January, 2020, just as the 'virus' was said to

be moving westward and it somehow managed to successfully pass a peer-review in 24 hours. In other words there was no peer-review for a test that would be used to decide who had 'Covid' and who didn't across the world. The Cult-created, Gates-controlled World Health Organization immediately recommended all its nearly 200 member countries to use the Drosten PCR protocol to detect 'cases' and 'deaths'. The sting was underway and it continues to this day.

So who is this Christian Drosten that produced the means through which death, destruction and economic catastrophe would be justified? His education background, including his doctoral thesis, would appear to be somewhat shrouded in mystery and his track record is dire as with another essential player in the 'Covid' hoax, the Gates-funded Professor Neil Ferguson at the Gates-funded Imperial College in London of whom more shortly. Drosten predicted in 2003 that the alleged original SARS 'virus' (SARS-1') was an epidemic that could have serious effects on economies and an effective vaccine would take at least two years to produce. Drosten's answer to every alleged 'outbreak' is a vaccine which you won't be shocked to know. What followed were just 774 official deaths worldwide and none in Germany where there were only nine cases. That is even if you believe there ever was a SARS 'virus' when the evidence is zilch and I will expand on this in the next chapter. Drosten claims to be co-discoverer of 'SARS-1' and developed a test for it in 2003. He was screaming warnings about 'swine flu' in 2009 and how it was a widespread infection far more severe than any dangers from a vaccine could be and people should get vaccinated. It would be helpful for Drosten's vocal chords if he simply recorded the words 'the virus is deadly and you need to get vaccinated' and copies could be handed out whenever the latest made-up threat comes along. Drosten's swine flu epidemic never happened, but Big Pharma didn't mind with governments spending hundreds of millions on vaccines that hardly anyone bothered to use and many who did wished they hadn't. A study in 2010 revealed that the risk of dying from swine flu, or H1N1, was no higher than that of the annual seasonal flu which is what at least most of 'it' really was as in

the case of 'Covid-19'. A media investigation into Drosten asked how with such a record of inaccuracy he could be *the* government adviser on these issues. The answer to that question is the same with Drosten, Ferguson and Fauci – they keep on giving the authorities the 'conclusions' and 'advice' they want to hear. Drosten certainly produced the goods for them in January, 2020, with his PCR protocol garbage and provided the foundation of what German internal medicine specialist Dr Claus Köhnlein, co-author of *Virus Mania*, called the 'test pandemic'. The 22 scientists in the *Eurosurveillance* challenge called out conflicts of interest within the Drosten 'protocol' group and with good reason. Olfert Landt, a regular co-author of Drosten 'studies', owns the biotech company TIB Molbiol Syntheselabor GmbH in Berlin which manufactures and sells the tests that Drosten and his mates come up with. They have done this with SARS, Enterotoxigenic E. coli (ETEC), MERS, Zika 'virus', yellow fever, and now 'Covid'. Landt told the *Berliner Zeitung* newspaper:

> The testing, design and development came from the Charité [Drosten and Corman]. We simply implemented it immediately in the form of a kit. And if we don't have the virus, which originally only existed in Wuhan, we can make a synthetic gene to simulate the genome of the virus. That's what we did very quickly.

This is more confirmation that the Drosten test was designed without access to the 'virus' and only a synthetic simulation which is what SARS-CoV-2 really is – a computer-generated synthetic fiction. It's quite an enterprise they have going here. A Drosten team decides what the test for something should be and Landt's biotech company flogs it to governments and medical systems across the world. His company must have made an absolute fortune since the 'Covid' hoax began. Dr Reiner Fuellmich, a prominent German consumer protection trial lawyer in Germany and California, is on Drosten's case and that of Tedros at the World Health Organization for crimes against humanity with a class-action lawsuit being prepared in the United States and other legal action in Germany.

## Why China?

Scamming the world with a 'virus' that doesn't exist would seem impossible on the face of it, but not if you have control of the relatively few people that make policy decisions and the great majority of the global media. Remember it's not about changing 'real' reality it's about controlling *perception* of reality. You don't have to make something happen you only have make people *believe* that it's happening. Renegade Minds understand this and are therefore much harder to swindle. 'Covid-19' is not a 'real' 'virus'. It's a mind virus, like a computer virus, which has infected the minds, not the bodies, of billions. It all started, publically at least, in China and that alone is of central significance. The Cult was behind the revolution led by its asset Mao Zedong, or Chairman Mao, which established the People's Republic of China on October 1st, 1949. It should have been called The Cult's Republic of China, but the name had to reflect the recurring illusion that vicious dictatorships are run by and for the people (see all the 'Democratic Republics' controlled by tyrants). In the same way we have the 'Biden' Democratic Republic of America officially ruled by a puppet tyrant (at least temporarily) on behalf of Cult tyrants. The creation of Mao's merciless communist/fascist dictatorship was part of a frenzy of activity by the Cult at the conclusion of World War Two which, like the First World War, it had instigated through its assets in Germany, Britain, France, the United States and elsewhere. Israel was formed in 1948; the Soviet Union expanded its 'Iron Curtain' control, influence and military power with the Warsaw Pact communist alliance in 1955; the United Nations was formed in 1945 as a Cult precursor to world government; and a long list of world bodies would be established including the World Health Organization (1948), World Trade Organization (1948 under another name until 1995), International Monetary Fund (1945) and World Bank (1944). Human society was redrawn and hugely centralised in the global Problem-Reaction-Solution that was World War Two. All these changes were significant. Israel would become the headquarters of the Sabbatians

and the revolution in China would prepare the ground and control system for the events of 2019/2020.

Renegade Minds know there are no borders except for public consumption. The Cult is a seamless, borderless global entity and to understand the game we need to put aside labels like borders, nations, countries, communism, fascism and democracy. These delude the population into believing that countries are ruled within their borders by a government of whatever shade when these are mere agencies of a global power. America's illusion of democracy and China's communism/fascism are subsidiaries – vehicles – for the same agenda. We may hear about conflict and competition between America and China and on the lower levels that will be true; but at the Cult level they are branches of the same company in the way of the McDonald's example I gave earlier. I have tracked in the books over the years support by US governments of both parties for Chinese Communist Party infiltration of American society through allowing the sale of land, even military facilities, and the acquisition of American business and university influence. All this is underpinned by the infamous stealing of intellectual property and technological know-how. Cult-owned Silicon Valley corporations waive their fraudulent 'morality' to do business with human-rights-free China; Cult-controlled Disney has become China's PR department; and China in effect owns 'American' sports such as basketball which depends for much of its income on Chinese audiences. As a result any sports player, coach or official speaking out against China's horrific human rights record is immediately condemned or fired by the China-worshipping National Basketball Association. One of the first acts of China-controlled Biden was to issue an executive order telling federal agencies to stop making references to the 'virus' by the 'geographic location of its origin'. Long-time Congressman Jerry Nadler warned that criticising China, America's biggest rival, leads to hate crimes against Asian people in the United States. So shut up you bigot. China is fast closing in on Israel as a country that must not be criticised which is apt, really, given that Sabbatians control them both. The two countries have

developed close economic, military, technological and strategic ties which include involvement in China's 'Silk Road' transport and economic initiative to connect China with Europe. Israel was the first country in the Middle East to recognise the establishment of Mao's tyranny in 1950 months after it was established.

## Project Wuhan – the 'Covid' Psyop

I emphasise again that the Cult plays the long game and what is happening to the world today is the result of centuries of calculated manipulation following a script to take control step-by-step of every aspect of human society. I will discuss later the common force behind all this that has spanned those centuries and thousands of years if the truth be told. Instigating the Mao revolution in China in 1949 with a 2020 'pandemic' in mind is not only how they work – the 71 years between them is really quite short by the Cult's standards of manipulation preparation. The reason for the Cult's Chinese revolution was to create a fiercely-controlled environment within which an extreme structure for human control could be incubated to eventually be unleashed across the world. We have seen this happen since the 'pandemic' emerged from China with the Chinese control-structure founded on AI technology and tyrannical enforcement sweep across the West. Until the moment when the Cult went for broke in the West and put its fascism on public display Western governments had to pay some lip-service to freedom and democracy to not alert too many people to the tyranny-in-the-making. Freedoms were more subtly eroded and power centralised with covert government structures put in place waiting for the arrival of 2020 when that smokescreen of 'freedom' could be dispensed with. The West was not able to move towards tyranny before 2020 anything like as fast as China which was created as a tyranny and had no limits on how fast it could construct the Cult's blueprint for global control. When the time came to impose that structure on the world it was the same Cult-owned Chinese communist/fascist government that provided the excuse – the 'Covid pandemic'. It was absolutely crucial to the Cult plan for the Chinese response to the 'pandemic' –

draconian lockdowns of the entire population – to become the blueprint that Western countries would follow to destroy the livelihoods and freedom of their people. This is why the Cult-owned, Gates-owned, WHO Director-General Tedros said early on:

The Chinese government is to be congratulated for the extraordinary measures it has taken to contain the outbreak. China is actually setting a new standard for outbreak response and it is not an exaggeration.

*Forbes* magazine said of China: '… those measures protected untold millions from getting the disease'. The Rockefeller Foundation 'epidemic scenario' document in 2010 said 'prophetically':

However, a few countries did fare better – China in particular. The Chinese government's quick imposition and enforcement of mandatory quarantine for all citizens, as well as its instant and near-hermetic sealing off of all borders, saved millions of lives, stopping the spread of the virus far earlier than in other countries and enabling a swifter post-pandemic recovery.

Once again – *spooky*.

The first official story was the 'bat theory' or rather the bat diversion. The source of the 'virus outbreak' we were told was a ''wet market' in Wuhan where bats and other animals are bought and eaten in horrifically unhygienic conditions. Then another story emerged through the alternative media that the 'virus' had been released on purpose or by accident from a BSL-4 (biosafety level 4) laboratory in Wuhan not far from the wet market. The lab was reported to create and work with lethal concoctions and bioweapons. Biosafety level 4 is the highest in the World Health Organization system of safety and containment. Renegade Minds are aware of what I call designer manipulation. The ideal for the Cult is for people to buy its prime narrative which in the opening salvoes of the 'pandemic' was the wet market story. It knows, however, that there is now a considerable worldwide alternative media of researchers sceptical of anything governments say and they are often given a version of events in a form they can perceive as credible while misdirecting them from the real truth. In this case let them

think that the conspiracy involved is a 'bioweapon virus' released from the Wuhan lab to keep them from the real conspiracy – *there is no 'virus'*. The WHO's current position on the source of the outbreak at the time of writing appears to be: 'We haven't got a clue, mate.' This is a good position to maintain mystery and bewilderment. The inner circle will know where the 'virus' came from – *nowhere*. The bottom line was to ensure the public believed there *was* a 'virus' and it didn't much matter if they thought it was natural or had been released from a lab. The belief that there was a 'deadly virus' was all that was needed to trigger global panic and fear. The population was terrified into handing their power to authority and doing what they were told. They had to or they were 'all gonna die'.

In March, 2020, information began to come my way from real doctors and scientists and my own additional research which had my intuition screaming: 'Yes, that's it! *There is no virus*.' The 'bioweapon' was not the 'virus'; it was the *'vaccine'* already being talked about that would be the bioweapon. My conclusion was further enhanced by happenings in Wuhan. The 'virus' was said to be sweeping the city and news footage circulated of people collapsing in the street (which they've never done in the West with the same 'virus'). The Chinese government was building 'new hospitals' in a matter of ten days to 'cope with demand' such was the virulent nature of the 'virus'. Yet in what seemed like no time the 'new hospitals' closed – even if they even opened – and China declared itself 'virus-free'. It was back to business as usual. This was more propaganda to promote the Chinese draconian lockdowns in the West as the way to 'beat the virus'. Trouble was that we subsequently had lockdown after lockdown, but never business as usual. As the people of the West and most of the rest of the world were caught in an ever-worsening spiral of lockdown, social distancing, masks, isolated old people, families forced apart, and livelihood destruction, it was party-time in Wuhan. Pictures emerged of thousands of people enjoying pool parties and concerts. It made no sense until you realised there never was a 'virus' and the

whole thing was a Cult set-up to transform human society out of one its major global strongholds – China.

How is it possible to deceive virtually the entire world population into believing there is a deadly virus when there is not even a 'virus' let alone a deadly one? It's nothing like as difficult as you would think and that's clearly true because it happened.

**Postscript:** See end of book Postscript for more on the 'Wuhan lab virus release' story which the authorities and media were pushing heavily in the summer of 2021 to divert attention from the truth that the 'Covid virus' is pure invention.

# CHAPTER FIVE

## There *is no* 'virus'

***You can fool some of the people all of the time, and all of the people some of the time, but you cannot fool all of the people all of the time***
**Abraham Lincoln**

The greatest form of mind control is repetition. The more you repeat the same mantra of alleged 'facts' the more will accept them to be true. It becomes an 'everyone knows that, mate'. If you can also censor any other version or alternative to your alleged 'facts' you are pretty much home and cooking.

By the start of 2020 the Cult owned the global mainstream media almost in its entirety to spew out its 'Covid' propaganda and ignore or discredit any other information and view. Cult-owned social media platforms in Cult-owned Silicon Valley were poised and ready to unleash a campaign of ferocious censorship to obliterate all but the official narrative. To complete the circle many demands for censorship by Silicon Valley were led by the mainstream media as 'journalists' became full-out enforcers for the Cult both as propagandists and censors. Part of this has been the influx of young people straight out of university who have become 'journalists' in significant positions. They have no experience and a headful of programmed perceptions from their years at school and university at a time when today's young are the most perceptually-targeted generations in known human history given the insidious impact of technology. They enter the media perceptually prepared and ready to repeat the narratives of the system that programmed them to

repeat its narratives. The BBC has a truly pathetic 'specialist disinformation reporter' called Marianna Spring who fits this bill perfectly. She is clueless about the world, how it works and what is really going on. Her role is to discredit anyone doing the job that a proper journalist would do and system-serving hacks like Spring wouldn't dare to do or even see the need to do. They are too busy licking the arse of authority which can never be wrong and, in the case of the BBC propaganda programme, *Panorama*, contacting payments systems such as PayPal to have a donations page taken down for a film company making documentaries questioning vaccines. Even the BBC soap opera *EastEnders* included a disgracefully biased scene in which an inarticulate white working class woman was made to look foolish for questioning the 'vaccine' while a well-spoken black man and Asian woman promoted the government narrative. It ticked every BBC box and the fact that the black and minority community was resisting the 'vaccine' had nothing to do with the way the scene was written. The BBC has become a disgusting tyrannical propaganda and censorship operation that should be defunded and disbanded and a free media take its place with a brief to stop censorship instead of demanding it. A BBC 'interview' with Gates goes something like: 'Mr Gates, sir, if I can call you sir, would you like to tell our audience why you are such a great man, a wonderful humanitarian philanthropist, and why you should absolutely be allowed as a software salesman to decide health policy for approaching eight billion people? Thank you, sir, please sir.' Propaganda programming has been incessant and merciless and when all you hear is the same story from the media, repeated by those around you who have only heard the same story, is it any wonder that people on a grand scale believe absolute mendacious garbage to be true? You are about to see, too, why this level of information control is necessary when the official 'Covid' narrative is so nonsensical and unsupportable by the evidence.

## Structure of Deceit

The pyramid structure through which the 'Covid' hoax has been manifested is very simple and has to be to work. As few people as possible have to be involved with full knowledge of what they are doing – and why – or the real story would get out. At the top of the pyramid are the inner core of the Cult which controls Bill Gates who, in turn, controls the World Health Organization through his pivotal funding and his puppet Director-General mouthpiece, Tedros. Before he was appointed Tedros was chair of the Gates-founded Global Fund to 'fight against AIDS, tuberculosis and malaria', a board member of the Gates-funded 'vaccine alliance' GAVI, and on the board of another Gates-funded organisation. Gates owns him and picked him for a specific reason – Tedros is a crook and worse. 'Dr' Tedros (he's not a medical doctor, the first WHO chief not to be) was a member of the tyrannical Marxist government of Ethiopia for decades with all its human rights abuses. He has faced allegations of corruption and misappropriation of funds and was exposed three times for covering up cholera epidemics while Ethiopia's health minister. Tedros appointed the mass-murdering genocidal Zimbabwe dictator Robert Mugabe as a WHO goodwill ambassador for public health which, as with Tedros, is like appointing a psychopath to run a peace and love campaign. The move was so ridiculous that he had to drop Mugabe in the face of widespread condemnation. American economist David Steinman, a Nobel peace prize nominee, lodged a complaint with the International Criminal Court in The Hague over alleged genocide by Tedros when he was Ethiopia's foreign minister. Steinman says Tedros was a 'crucial decision maker' who directed the actions of Ethiopia's security forces from 2013 to 2015 and one of three officials in charge when those security services embarked on the 'killing' and 'torturing' of Ethiopians. You can see where Tedros is coming from and it's sobering to think that he has been the vehicle for Gates and the Cult to direct the global response to 'Covid'. Think about that. A psychopathic Cult dictates to psychopath Gates who dictates to psychopath Tedros who dictates how countries of the world must respond to a 'Covid virus' never scientifically shown to exist. At the same time psychopathic Cult-owned Silicon Valley information

giants like Google, YouTube, Facebook and Twitter announced very early on that they would give the Cult/Gates/Tedros/WHO version of the narrative free advertising and censor those who challenged their intelligence-insulting, mendacious story.

The next layer in the global 'medical' structure below the Cult, Gates and Tedros are the chief medical officers and science 'advisers' in each of the WHO member countries which means virtually all of them. Medical officers and arbiters of science (they're not) then take the WHO policy and recommended responses and impose them on their country's population while the political 'leaders' say they are deciding policy (they're clearly not) by 'following the science' on the advice of the 'experts' – the same medical officers and science 'advisers' (dictators). In this way with the rarest of exceptions the entire world followed the same policy of lockdown, people distancing, masks and 'vaccines' dictated by the psychopathic Cult, psychopathic Gates and psychopathic Tedros who we are supposed to believe give a damn about the health of the world population they are seeking to enslave. That, amazingly, is all there is to it in terms of crucial decision-making. Medical staff in each country then follow like sheep the dictates of the shepherds at the top of the national medical hierarchies – chief medical officers and science 'advisers' who themselves follow like sheep the shepherds of the World Health Organization and the Cult. Shepherds at the national level often have major funding and other connections to Gates and his Bill and Melinda Gates Foundation which carefully hands out money like confetti at a wedding to control the entire global medical system from the WHO down.

## Follow the money

Christopher Whitty, Chief Medical Adviser to the UK Government at the centre of 'virus' policy, a senior adviser to the government's Scientific Advisory Group for Emergencies (SAGE), and Executive Board member of the World Health Organization, was gifted a grant of $40 million by the Bill and Melinda Gates Foundation for malaria research in Africa. The BBC described the unelected Whitty as 'the

official who will probably have the greatest impact on our everyday lives of any individual policymaker in modern times' and so it turned out. What Gates and Tedros have said Whitty has done like his equivalents around the world. Patrick Vallance, co-chair of SAGE and the government's Chief Scientific Adviser, is a former executive of Big Pharma giant GlaxoSmithKline with its fundamental financial and business connections to Bill Gates. In September, 2020, it was revealed that Vallance owned a deferred bonus of shares in GlaxoSmithKline worth £600,000 while the company was 'developing' a 'Covid vaccine'. Move along now – nothing to see here – what could possibly be wrong with that? Imperial College in London, a major player in 'Covid' policy in Britain and elsewhere with its 'Covid-19' Response Team, is funded by Gates and has big connections to China while the now infamous Professor Neil Ferguson, the useless 'computer modeller' at Imperial College is also funded by Gates. Ferguson delivered the dramatically inaccurate excuse for the first lockdowns (much more in the next chapter). The Institute for Health Metrics and Evaluation (IHME) in the United States, another source of outrageously false 'Covid' computer models to justify lockdowns, is bankrolled by Gates who is a vehement promotor of lockdowns. America's version of Whitty and Vallance, the again now infamous Anthony Fauci, has connections to 'Covid vaccine' maker Moderna as does Bill Gates through funding from the Bill and Melinda Gates Foundation. Fauci is director of the National Institute of Allergy and Infectious Diseases (NIAID), a major recipient of Gates money, and they are very close. Deborah Birx who was appointed White House Coronavirus Response Coordinator in February, 2020, is yet another with ties to Gates. Everywhere you look at the different elements around the world behind the coordination and decision making of the 'Covid' hoax there is Bill Gates and his money. They include the World Health Organization; Centers for Disease Control (CDC) in the United States; National Institutes of Health (NIH) of Anthony Fauci; Imperial College and Neil Ferguson; the London School of Hygiene where Chris Whitty worked; Regulatory agencies like the UK Medicines & Healthcare products Regulatory Agency (MHRA)

which gave emergency approval for 'Covid vaccines'; Wellcome Trust; GAVI, the Vaccine Alliance; the Coalition for Epidemic Preparedness Innovations (CEPI); Johns Hopkins University which has compiled the false 'Covid' figures; and the World Economic Forum. A Nationalfile.com article said:

> Gates has a lot of pull in the medical world, he has a multi-million dollar relationship with Dr. Fauci, and Fauci originally took the Gates line supporting vaccines and casting doubt on [the drug hydroxychloroquine]. Coronavirus response team member Dr. Deborah Birx, appointed by former president Obama to serve as United States Global AIDS Coordinator, also sits on the board of a group that has received billions from Gates' foundation, and Birx reportedly used a disputed Bill Gates-funded model for the White House's Coronavirus effort. Gates is a big proponent for a population lockdown scenario for the Coronavirus outbreak.

Another funder of Moderna is the Defense Advanced Research Projects Agency (DARPA), the technology-development arm of the Pentagon and one of the most sinister organisations on earth. DARPA had a major role with the CIA covert technology-funding operation In-Q-Tel in the development of Google and social media which is now at the centre of global censorship. Fauci and Gates are extremely close and openly admit to talking regularly about 'Covid' policy, but then why wouldn't Gates have a seat at every national 'Covid' table after his Foundation committed $1.75 billion to the 'fight against Covid-19'. When passed through our Orwellian Translation Unit this means that he has bought and paid for the Cult-driven 'Covid' response worldwide. Research the major 'Covid' response personnel in your own country and you will find the same Gates funding and other connections again and again. Medical and science chiefs following World Health Organization 'policy' sit atop a medical hierarchy in their country of administrators, doctors and nursing staff. These 'subordinates' are told they must work and behave in accordance with the policy delivered from the 'top' of the national 'health' pyramid which is largely the policy delivered by the WHO which is the policy delivered by Gates and the Cult. The whole 'Covid' narrative has been imposed on medical staff by a climate of fear although great numbers don't even need that to comply. They do so through breathtaking levels of ignorance and

include doctors who go through life simply repeating what Big Pharma and their hierarchical masters tell them to say and believe. No wonder Big Pharma 'medicine' is one of the biggest killers on Planet Earth.

The same top-down system of intimidation operates with regard to the Cult Big Pharma cartel which also dictates policy through national and global medical systems in this way. The Cult and Big Pharma agendas are the same because the former controls and owns the latter. 'Health' administrators, doctors, and nursing staff are told to support and parrot the dictated policy or they will face consequences which can include being fired. How sad it's been to see medical staff meekly repeating and imposing Cult policy without question and most of those who can see through the deceit are only willing to speak anonymously off the record. They know what will happen if their identity is known. This has left the courageous few to expose the lies about the 'virus', face masks, overwhelmed hospitals that aren't, and the dangers of the 'vaccine' that isn't a vaccine. When these medical professionals and scientists, some renowned in their field, have taken to the Internet to expose the truth their articles, comments and videos have been deleted by Cult-owned Facebook, Twitter and YouTube. What a real head-shaker to see YouTube videos with leading world scientists and highly qualified medical specialists with an added link underneath to the notorious Cult propaganda website *Wikipedia* to find the 'facts' about the same subject.

## HIV – the 'Covid' trial-run

I'll give you an example of the consequences for health and truth that come from censorship and unquestioning belief in official narratives. The story was told by PCR inventor Kary Mullis in his book *Dancing Naked in the Mind Field*. He said that in 1984 he accepted as just another scientific fact that Luc Montagnier of France's Pasteur Institute and Robert Gallo of America's National Institutes of Health had independently discovered that a 'retrovirus' dubbed HIV (human immunodeficiency virus) caused AIDS. They

were, after all, Mullis writes, specialists in retroviruses. This is how the medical and science pyramids work. Something is announced or *assumed* and then becomes an everybody-knows-that purely through repetition of the assumption as if it is fact. Complete crap becomes accepted truth with no supporting evidence and only repetition of the crap. This is how a 'virus' that doesn't exist became the 'virus' that changed the world. The HIV-AIDS fairy story became a multi-billion pound industry and the media poured out propaganda terrifying the world about the deadly HIV 'virus' that caused the lethal AIDS. By then Mullis was working at a lab in Santa Monica, California, to detect retroviruses with his PCR test in blood donations received by the Red Cross. In doing so he asked a virologist where he could find a reference for HIV being the cause of AIDS. 'You don't need a reference,' the virologist said … *'Everybody knows it.'* Mullis said he wanted to quote a reference in the report he was doing and he said he felt a little funny about not knowing the source of such an important discovery when everyone else seemed to. The virologist suggested he cite a report by the Centers for Disease Control and Prevention (CDC) on morbidity and mortality. Mullis read the report, but it only said that an organism had been identified and did not say how. The report did not identify the original scientific work. Physicians, however, *assumed* (key recurring theme) that if the CDC was convinced that HIV caused AIDS then proof must exist. Mullis continues:

I did computer searches. Neither Montagnier, Gallo, nor anyone else had published papers describing experiments which led to the conclusion that HIV probably caused AIDS. I read the papers in Science for which they had become well known as AIDS doctors, but all they had said there was that they had found evidence of a past infection by something which was probably HIV in some AIDS patients.

They found antibodies. Antibodies to viruses had always been considered evidence of past disease, not present disease. Antibodies signaled that the virus had been defeated. The patient had saved himself. There was no indication in these papers that this virus caused a disease. They didn't show that everybody with the antibodies had the disease. In fact they found some healthy people with antibodies.

Mullis asked why their work had been published if Montagnier and Gallo hadn't really found this evidence, and why had they been fighting so hard to get credit for the discovery? He says he was hesitant to write 'HIV is the probable cause of AIDS' until he found published evidence to support that. 'Tens of thousands of scientists and researchers were spending billions of dollars a year doing research based on this idea,' Mullis writes. 'The reason had to be there somewhere; otherwise these people would not have allowed their research to settle into one narrow channel of investigation.' He said he lectured about PCR at numerous meetings where people were always talking about HIV and he asked them how they knew that HIV was the cause of AIDS:

> Everyone said something. Everyone had the answer at home, in the office, in some drawer. They all knew, and they would send me the papers as soon as they got back. But I never got any papers. Nobody ever sent me the news about how AIDS was caused by HIV.

Eventually Mullis was able to ask Montagnier himself about the reference proof when he lectured in San Diego at the grand opening of the University of California AIDS Research Center. Mullis says this was the last time he would ask his question without showing anger. Montagnier said he should reference the CDC report. 'I read it', Mullis said, and it didn't answer the question. 'If Montagnier didn't know the answer who the hell did?' Then one night Mullis was driving when an interview came on National Public Radio with Peter Duesberg, a prominent virologist at Berkeley and a California Scientist of the Year. Mullis says he finally understood why he could not find references that connected HIV to AIDS – *there weren't any!* No one had ever proved that HIV causes AIDS even though it had spawned a multi-billion pound global industry and the media was repeating this as fact every day in their articles and broadcasts terrifying the shit out of people about AIDS and giving the impression that a positive test for HIV (see 'Covid') was a death sentence. Duesberg was a threat to the AIDS gravy train and the agenda that underpinned it. He was therefore abused and castigated after he told the Proceedings of the National Academy of Sciences

there was no good evidence implicating the new 'virus'. Editors rejected his manuscripts and his research funds were deleted. Mullis points out that the CDC has defined AIDS as one of more than 30 diseases *if accompanied* by a positive result on a test that detects antibodies to HIV; but those same diseases are not defined as AIDS cases when antibodies are not detected:

> If an HIV-positive woman develops uterine cancer, for example, she is considered to have AIDS. If she is not HIV positive, she simply has uterine cancer. An HIV-positive man with tuberculosis has AIDS; if he tests negative he simply has tuberculosis. If he lives in Kenya or Colombia, where the test for HIV antibodies is too expensive, he is simply presumed to have the antibodies and therefore AIDS, and therefore he can be treated in the World Health Organization's clinic. It's the only medical help available in some places. And it's free, because the countries that support WHO are worried about AIDS.

Mullis accuses the CDC of continually adding new diseases (see ever more 'Covid symptoms') to the grand AIDS definition and of virtually doctoring the books to make it appear as if the disease continued to spread. He cites how in 1993 the CDC enormously broadened its AIDS definition and county health authorities were delighted because they received $2,500 per year from the Federal government for every reported AIDS case. Ladies and gentlemen, I have just described, via Kary Mullis, the 'Covid pandemic' of 2020 and beyond. Every element is the same and it's been pulled off in the same way by the same networks.

## The 'Covid virus' exists? Okay – prove it. Er … still waiting

What Kary Mullis described with regard to 'HIV' has been repeated with 'Covid'. A claim is made that a new, or 'novel', infection has been found and the entire medical system of the world repeats that as fact exactly as they did with HIV and AIDS. No one in the mainstream asks rather relevant questions such as 'How do you know?' and 'Where is your proof?' The SARS-Cov-2 'virus' and the 'Covid-19 disease' became an overnight 'everybody-knows-that'. The origin could be debated and mulled over, but what you could not suggest was that 'SARS-Cov-2' didn't exist. That would be

ridiculous. 'Everybody knows' the 'virus' exists. Well, I didn't for one along with American proper doctors like Andrew Kaufman and Tom Cowan and long-time American proper journalist Jon Rappaport. We dared to pursue the obvious and simple question: 'Where's the evidence?' The overwhelming majority in medicine, journalism and the general public did not think to ask that. After all, *everyone knew* there was a new 'virus'. Everyone was saying so and I heard it on the BBC. Some would eventually argue that the 'deadly virus' was nothing like as deadly as claimed, but few would venture into the realms of its very existence. Had they done so they would have found that the evidence for that claim had gone AWOL as with HIV causes AIDS. In fact, not even that. For something to go AWOL it has to exist in the first place and scientific proof for a 'SARS-Cov-2' can be filed under nothing, nowhere and zilch.

Dr Andrew Kaufman is a board-certified forensic psychiatrist in New York State, a Doctor of Medicine and former Assistant Professor and Medical Director of Psychiatry at SUNY Upstate Medical University, and Medical Instructor of Hematology and Oncology at the Medical School of South Carolina. He also studied biology at the Massachusetts Institute of Technology (MIT) and trained in Psychiatry at Duke University. Kaufman is retired from allopathic medicine, but remains a consultant and educator on natural healing, I saw a video of his very early on in the 'Covid' hoax in which he questioned claims about the 'virus' in the absence of any supporting evidence and with plenty pointing the other way. I did everything I could to circulate his work which I felt was asking the pivotal questions that needed an answer. I can recommend an excellent pull-together interview he did with the website The Last Vagabond entitled *Dr Andrew Kaufman: Virus Isolation, Terrain Theory and Covid-19* and his website is andrewkaufmanmd.com. Kaufman is not only a forensic psychiatrist; he is forensic in all that he does. He always reads original scientific papers, experiments and studies instead of second-third-fourth-hand reports about the 'virus' in the media which are repeating the repeated repetition of the narrative. When he did so with the original Chinese 'virus' papers Kaufman

realised that there was no evidence of a 'SARS-Cov-2'. They had never – from the start – shown it to exist and every repeat of this claim worldwide was based on the accepted existence of proof that was nowhere to be found – see Kary Mullis and HIV. Here we go again.

## Let's postulate

Kaufman discovered that the Chinese authorities immediately concluded that the cause of an illness that broke out among about 200 initial patients in Wuhan was a 'new virus' when there were no grounds to make that conclusion. The alleged 'virus' was not isolated from other genetic material in their samples and then shown through a system known as Koch's postulates to be the causative agent of the illness. The world was told that the SARS-Cov-2 'virus' caused a disease they called 'Covid-19' which had 'flu-like' symptoms and could lead to respiratory problems and pneumonia. If it wasn't so tragic it would almost be funny. *'Flu-like' symptoms'? Pneumonia? Respiratory disease?* What in *CHINA* and particularly in *Wuhan*, one of the most polluted cities in the world with a resulting epidemic of respiratory disease?? Three hundred thousand people get pneumonia in China every year and there are nearly a billion cases worldwide of 'flu-like symptoms'. These have a whole range of causes – including pollution in Wuhan – but no other possibility was credibly considered in late 2019 when the world was told there was a new and deadly 'virus'. The global prevalence of pneumonia and 'flu-like systems' gave the Cult networks unlimited potential to re-diagnose these other causes as the mythical 'Covid-19' and that is what they did from the very start. Kaufman revealed how Chinese medical and science authorities (all subordinates to the Cult-owned communist government) took genetic material from the lungs of only a few of the first patients. The material contained their own cells, bacteria, fungi and other microorganisms living in their bodies. The only way you could prove the existence of the 'virus' and its responsibility for the alleged 'Covid-19' was to isolate the virus from all the other material – a process also known as 'purification' – and

then follow the postulates sequence developed in the late 19th century by German physician and bacteriologist Robert Koch which became the 'gold standard' for connecting an alleged causation agent to a disease:

1. The microorganism (bacteria, fungus, virus, etc.) must be present in every case of the disease and all patients must have the same symptoms. It must also *not be present in healthy individuals*.

2. The microorganism must be isolated from the host with the disease. If the microorganism is a bacteria or fungus it must be grown in a pure culture. If it is a virus, it must be purified (i.e. containing no other material except the virus particles) from a clinical sample.

3. The specific disease, with all of its characteristics, must be reproduced when the infectious agent (the purified virus or a pure culture of bacteria or fungi) is inoculated into a healthy, susceptible host.

4. The microorganism must be recoverable from the experimentally infected host as in step 2.

*Not one* of these criteria has been met in the case of 'SARS-Cov-2' and 'Covid-19'. Not ONE. *EVER*. Robert Koch refers to bacteria and not viruses. What are called 'viral particles' are so minute (hence masks are useless by any definition) that they could only be seen after the invention of the electron microscope in the 1930s and can still only be observed through that means. American bacteriologist and virologist Thomas Milton Rivers, the so-called 'Father of Modern Virology' who was very significantly director of the Rockefeller Institute for Medical Research in the 1930s, developed a less stringent version of Koch's postulates to identify 'virus' causation known as 'Rivers criteria'. 'Covid' did not pass that process either. Some even doubt whether any 'virus' can be isolated from other particles containing genetic material in the Koch method. Freedom of Information requests in many countries asking for scientific proof that the 'Covid virus' has been purified and isolated and shown to exist have all come back with a 'we don't have that' and when this happened with a request to the UK Department of Health they added this comment:

However, outside of the scope of the [Freedom of Information Act] and on a discretionary basis, the following information has been advised to us, which may be of interest. Most infectious diseases are caused by viruses, bacteria or fungi. Some bacteria or fungi have the capacity to grow on their own in isolation, for example in colonies on a petri dish. Viruses are different in that they are what we call 'obligate pathogens' – that is, they cannot survive or reproduce without infecting a host ...

… For some diseases, it is possible to establish causation between a microorganism and a disease by isolating the pathogen from a patient, growing it in pure culture and reintroducing it to a healthy organism. These are known as 'Koch's postulates' and were developed in 1882. However, as our understanding of disease and different disease-causing agents has advanced, these are no longer the method for determining causation [Andrew Kaufman asks why in that case are there two published articles falsely claiming to satisfy Koch's postulates].

It has long been known that viral diseases cannot be identified in this way as viruses cannot be grown in 'pure culture'. When a patient is tested for a viral illness, this is normally done by looking for the presence of antigens, or viral genetic code in a host with molecular biology techniques [Kaufman asks how you could know the origin of these chemicals without having a pure culture for comparison].

For the record 'antigens' are defined so:

Invading microorganisms have antigens on their surface that the human body can recognise as being foreign – meaning not belonging to it. When the body recognises a foreign antigen, lymphocytes (white blood cells) produce antibodies, which are complementary in shape to the antigen.

Notwithstanding that this is open to question in relation to 'SARS-Cov-2' the presence of 'antibodies' can have many causes and they are found in people that are perfectly well. Kary Mullis said: 'Antibodies … had always been considered evidence of past disease, not present disease.'

## 'Covid' really is a *computer* 'virus'

Where the UK Department of Health statement says 'viruses' are now 'diagnosed' through a 'viral genetic code in a host with molecular biology techniques', they mean … *the PCR test* which its inventor said cannot test for infectious disease. They have no credible method of connecting a 'virus' to a disease and we will see that there is no scientific proof that any 'virus' causes any disease or there is any such thing as a 'virus' in the way that it is described. Tenacious Canadian researcher Christine Massey and her team made

some 40 Freedom of Information requests to national public health agencies in different countries asking for proof that SARS-CoV-2 has been isolated and not one of them could supply that information. Massey said of her request in Canada: 'Freedom of Information reveals Public Health Agency of Canada has no record of 'SARS-COV-2' isolation performed by anyone, anywhere, ever.' If you accept the comment from the UK Department of Health it's because they can't isolate a 'virus'. Even so many 'science' papers claimed to have isolated the 'Covid virus' until they were questioned and had to admit they hadn't. A reply from the Robert Koch Institute in Germany was typical: 'I am not aware of a paper which purified isolated SARS-CoV-2.' So what the hell was Christian Drosten and his gang using to design the 'Covid' testing protocol that has produced all the illusory Covid' cases and 'Covid' deaths when the head of the Chinese version of the CDC admitted there was a problem right from the start in that the 'virus' had never been isolated/purified? Breathe deeply: What they are calling 'Covid' is actually created by a *computer program* i.e. *they made it up* – er, that's it. They took lung fluid, with many sources of genetic material, from one single person alleged to be infected with Covid-19 by a PCR test which they *claimed*, without clear evidence, contained a 'virus'. They used several computer programs to create a model of a theoretical virus genome sequence from more than fifty-six million small sequences of RNA, each of an unknown source, assembling them like a puzzle with no known solution. The computer filled in the gaps with sequences from bits in the gene bank to make it look like a bat SARS-like coronavirus! A wave of the magic wand and poof, an in silico (computer-generated) genome, a scientific fantasy, was created. UK health researcher Dr Kevin Corbett made the same point with this analogy:

> … It's like giving you a few bones and saying that's your fish. It could be any fish. Not even a skeleton. Here's a few fragments of bones. That's your fish … It's all from gene bank and the bits of the virus sequence that weren't there they made up.
>
> They synthetically created them to fill in the blanks. That's what genetics is; it's a code. So it's ABBBCCDDD and you're missing some what you think is EEE so you put it in. It's all

synthetic. You just manufacture the bits that are missing. This is the end result of the geneticization of virology. This is basically a computer virus.

Further confirmation came in an email exchange between British citizen journalist Frances Leader and the government's Medicines & Healthcare Products Regulatory Agency (the Gates-funded MHRA) which gave emergency permission for untested 'Covid vaccines' to be used. The agency admitted that the 'vaccine' is not based on an isolated 'virus', but comes from a *computer-generated model*. Frances Leader was naturally banned from Cult-owned fascist Twitter for making this exchange public. The process of creating computer-generated alleged 'viruses' is called 'in silico' or 'in silicon' – computer chips – and the term 'in silico' is believed to originate with biological experiments using only a computer in 1989. 'Vaccines' involved with 'Covid' are also produced 'in silico' or by computer not a natural process. If the original 'virus' is nothing more than a made-up computer model how can there be 'new variants' of something that never existed in the first place? They are not new 'variants'; they are new *computer models* only minutely different to the original program and designed to further terrify the population into having the 'vaccine' and submitting to fascism. You want a 'new variant'? Click, click, enter – there you go. Tell the medical profession that you have discovered a 'South African variant', 'UK variants' or a 'Brazilian variant' and in the usual HIV-causes-AIDS manner they will unquestioningly repeat it with no evidence whatsoever to support these claims. They will go on television and warn about the dangers of 'new variants' while doing nothing more than repeating what they have been told to be true and knowing that any deviation from that would be career suicide. Big-time insiders will know it's a hoax, but much of the medical community is clueless about the way they are being played and themselves play the public without even being aware they are doing so. What an interesting 'coincidence' that AstraZeneca and Oxford University were conducting 'Covid vaccine trials' in the three countries – the UK, South Africa and Brazil – where the first three 'variants' were claimed to have 'broken out'.

## Here's your 'virus' – it's a unicorn

Dr Andrew Kaufman presented a brilliant analysis describing how the 'virus' was imagined into fake existence when he dissected an article published by *Nature* and written by 19 authors detailing *alleged* 'sequencing of a complete viral genome' of the 'new SARS-CoV-2 virus'. This computer-modelled *in silico* genome was used as a template for all subsequent genome sequencing experiments that resulted in the so-called variants which he said now number more than *6,000*. The fake genome was constructed from more than 56 million individual short strands of RNA. Those little pieces were assembled into longer pieces by finding areas of overlapping sequences. The computer programs created over two million possible combinations from which the authors simply chose the longest one. They then compared this to a 'bat virus' and the computer 'alignment' rearranged the sequence and filled in the gaps! They called this computer-generated abomination the 'complete genome'. Dr Tom Cowan, a fellow medical author and collaborator with Kaufman, said such computer-generation constitutes scientific fraud and he makes this superb analogy:

> Here is an equivalency: A group of researchers claim to have found a unicorn because they found a piece of a hoof, a hair from a tail, and a snippet of a horn. They then add that information into a computer and program it to re-create the unicorn, and they then claim this computer re-creation is the real unicorn. Of course, they had never actually seen a unicorn so could not possibly have examined its genetic makeup to compare their samples with the actual unicorn's hair, hooves and horn.
>
> The researchers claim they decided which is the real genome of SARS-CoV-2 by 'consensus', sort of like a vote. Again, different computer programs will come up with different versions of the imaginary 'unicorn', so they come together as a group and decide which is the real imaginary unicorn.

This is how the 'virus' that has transformed the world was brought into fraudulent 'existence'. Extraordinary, yes, but as the Nazis said the bigger the lie the more will believe it. Cowan, however, wasn't finished and he went on to identify what he called the real blockbuster in the paper. He quotes this section from a paper written

by virologists and published by the CDC and then explains what it means:

Therefore, we examined the capacity of SARS-CoV-2 to infect and replicate in several common primate and human cell lines, including human adenocarcinoma cells (A549), human liver cells (HUH 7.0), and human embryonic kidney cells (HEK-293T). In addition to Vero E6 and Vero CCL81 cells. ... Each cell line was inoculated at high multiplicity of infection and examined 24h post-infection.

No CPE was observed in any of the cell lines except in Vero cells, which grew to greater than 10 to the 7th power at 24 h post-infection. In contrast, HUH 7.0 and 293T showed only modest viral replication, and A549 cells were incompatible with SARS CoV-2 infection.

Cowan explains that when virologists attempt to prove infection they have three possible 'hosts' or models on which they can test. The first was humans. Exposure to humans was generally not done for ethical reasons and has never been done with SARS-CoV-2 or any coronavirus. The second possible host was animals. Cowan said that forgetting for a moment that they never actually use purified virus when exposing animals they do use solutions that they *claim* contain the virus. Exposure to animals has been done with SARS-CoV-2 in an experiment involving mice and this is what they found: *None of the wild (normal) mice got sick*. In a group of genetically-modified mice, a statistically insignificant number lost weight and had slightly bristled fur, but they experienced nothing like the illness called 'Covid-19'. Cowan said the third method – the one they mostly rely on – is to inoculate solutions they *say* contain the virus onto a variety of tissue cultures. This process had never been shown to kill tissue *unless* the sample material was starved of nutrients and poisoned as *part of the process*. Yes, incredibly, in tissue experiments designed to show the 'virus' is responsible for killing the tissue they starve the tissue of nutrients and add toxic drugs including antibiotics and they do not have control studies to see if it's the starvation and poisoning that is degrading the tissue rather than the 'virus' they allege to be in there somewhere. You want me to pinch you? Yep, I understand. Tom Cowan said this about the whole nonsensical farce as he explains what that quote from the CDC paper really means:

The shocking thing about the above quote is that using their own methods, the virologists found that solutions containing SARS-CoV-2 – even in high amounts – were NOT, I repeat NOT, infective to any of the three human tissue cultures they tested. In plain English, this means they proved, on their terms, that this 'new coronavirus' is not infectious to human beings. It is ONLY infective to monkey kidney cells, and only then when you add two potent drugs (gentamicin and amphotericin), known to be toxic to kidneys, to the mix.

My friends, read this again and again. These virologists, published by the CDC, performed a clear proof, on their terms, showing that the SARS-CoV-2 virus is harmless to human beings. That is the only possible conclusion, but, unfortunately, this result is not even mentioned in their conclusion. They simply say they can provide virus stocks cultured only on monkey Vero cells, thanks for coming.

Cowan concluded: 'If people really understood how this "science" was done, I would hope they would storm the gates and demand honesty, transparency and truth.' Dr Michael Yeadon, former Vice President and Chief Scientific Adviser at drug giant Pfizer has been a vocal critic of the 'Covid vaccine' and its potential for multiple harm. He said in an interview in April, 2021, that 'not one [vaccine] has the virus. He was asked why vaccines normally using a 'dead' version of a disease to activate the immune system were not used for 'Covid' and instead we had the synthetic methods of the 'mRNA Covid vaccine'. Yeadon said that to do the former 'you'd have to have some of [the virus] wouldn't you?' He added: 'No-one's got any – seriously.' Yeadon said that surely they couldn't have fooled the whole world for a year without having a virus, 'but oddly enough ask around – no one's got it'. He didn't know why with all the 'great labs' around the world that the virus had not been isolated – 'Maybe they've been too busy running bad PCR tests and vaccines that people don't need.' What is today called 'science' is not 'science' at all. Science is no longer what is, but whatever people can be manipulated to *believe* that it is. Real science has been hijacked by the Cult to dispense and produce the 'expert scientists' and contentions that suit the agenda of the Cult. How big-time this has happened with the 'Covid' hoax which is entirely based on fake science delivered by fake 'scientists' and fake 'doctors'. The human-caused climate change hoax is also entirely based on fake science delivered by fake 'scientists' and fake 'climate experts'. In both cases real

scientists, climate experts and doctors have their views suppressed and deleted by the Cult-owned science establishment, media and Silicon Valley. This is the 'science' that politicians claim to be 'following' and a common denominator of 'Covid' and climate are Cult psychopaths Bill Gates and his mate Klaus Schwab at the Gates-funded World Economic Forum. But, don't worry, it's all just a coincidence and absolutely nothing to worry about. *Zzzzzzzz*.

## What is a 'virus' REALLY?

Dr Tom Cowan is one of many contesting the very existence of viruses let alone that they cause disease. This is understandable when there is no scientific evidence for a disease-causing 'virus'. German virologist Dr Stefan Lanka won a landmark case in 2017 in the German Supreme Court over his contention that there is no such thing as a measles virus. He had offered a big prize for anyone who could prove there is and Lanka won his case when someone sought to claim the money. There is currently a prize of more than 225,000 euros on offer from an Isolate Truth Fund for anyone who can prove the isolation of SARS-CoV-2 and its genetic substance. Lanka wrote in an article headed 'The Misconception Called Virus' that scientists think a 'virus' is causing tissue to become diseased and degraded when in fact it is the *processes they are using* which do that – not a 'virus'. Lanka has done an important job in making this point clear as Cowan did in his analysis of the CDC paper. Lanka says that all claims about viruses as disease-causing pathogens are wrong and based on 'easily recognisable, understandable and verifiable misinterpretations.' Scientists believed they were working with 'viruses' in their laboratories when they were really working with 'typical particles of specific dying tissues or cells …' Lanka said that the tissue decaying process claimed to be caused by a 'virus' still happens when no alleged 'virus' is involved. It's the *process* that does the damage and not a 'virus'. The genetic sample is deprived of nutrients, removed from its energy supply through removal from the body and then doused in toxic antibiotics to remove any bacteria. He confirms again that establishment scientists do not (pinch me)

conduct control experiments to see if this is the case and if they did they would see the claims that 'viruses' are doing the damage is nonsense. He adds that during the measles 'virus' court case he commissioned an independent laboratory to perform just such a control experiment and the result was that the tissues and cells died in the exact same way as with alleged 'infected' material. This is supported by a gathering number of scientists, doctors and researchers who reject what is called 'germ theory' or the belief in the body being infected by contagious sources emitted by other people. Researchers Dawn Lester and David Parker take the same stance in their highly-detailed and sourced book *What Really Makes You Ill – Why everything you thought you knew about disease is wrong* which was recommended to me by a number of medical professionals genuinely seeking the truth. Lester and Parker say there is no provable scientific evidence to show that a 'virus' can be transmitted between people or people and animals or animals and people:

> The definition also claims that viruses are the cause of many diseases, as if this has been definitively proven. But this is not the case; there is no original scientific evidence that definitively demonstrates that any virus is the cause of any disease. The burden of proof for any theory lies with those who proposed it; but none of the existing documents provides 'proof' that supports the claim that 'viruses' are pathogens.

Dr Tom Cowan employs one of his clever analogies to describe the process by which a 'virus' is named as the culprit for a disease when what is called a 'virus' is only material released by cells detoxing themselves from infiltration by chemical or radiation poisoning. The tidal wave of technologically-generated radiation in the 'smart' modern world plus all the toxic food and drink are causing this to happen more than ever. Deluded 'scientists' misread this as a gathering impact of what they wrongly label 'viruses'.

## Paper can infect houses

Cowan said in an article for davidicke.com – with his tongue only mildly in his cheek – that he believed he had made a tremendous

discovery that may revolutionise science. He had discovered that small bits of paper are alive, 'well alive-ish', can 'infect' houses, and then reproduce themselves inside the house. The result was that this explosion of growth in the paper inside the house causes the house to explode, blowing it to smithereens. His evidence for this new theory is that in the past months he had carefully examined many of the houses in his neighbourhood and found almost no scraps of paper on the lawns and surrounds of the house. There was an occasional stray label, but nothing more. Then he would return to these same houses a week or so later and with a few, not all of them, particularly the old and decrepit ones, he found to his shock and surprise they were littered with stray bits of paper. He knew then that the paper had infected these houses, made copies of itself, and blew up the house. A young boy on a bicycle at one of the sites told him he had seen a demolition crew using dynamite to explode the house the previous week, but Cowan dismissed this as the idle thoughts of silly boys because 'I was on to something big'. He was on to how 'scientists' mistake genetic material in the detoxifying process for something they call a 'virus'. Cowan said of his house and paper story:

> If this sounds crazy to you, it's because it should. This scenario is obviously nuts. But consider this admittedly embellished, for effect, current viral theory that all scientists, medical doctors and virologists currently believe.

He takes the example of the 'novel SARS-Cov2' virus to prove the point. First they take someone with an undefined illness called 'Covid-19' and don't even attempt to find any virus in their sputum. Never mind the scientists still describe how this 'virus', which they have not located attaches to a cell receptor, injects its genetic material, in 'Covid's' case, RNA, into the cell. The RNA once inserted exploits the cell to reproduce itself and makes 'thousands, nay millions, of copies of itself … Then it emerges victorious to claim its next victim':

If you were to look in the scientific literature for proof, actual scientific proof, that uniform SARS-CoV2 viruses have been properly isolated from the sputum of a sick person, that actual spike proteins could be seen protruding from the virus (which has not been found), you would find that such evidence doesn't exist.

If you go looking in the published scientific literature for actual pictures, proof, that these spike proteins or any viral proteins are ever attached to any receptor embedded in any cell membrane, you would also find that no such evidence exists. If you were to look for a video or documented evidence of the intact virus injecting its genetic material into the body of the cell, reproducing itself and then emerging victorious by budding off the cell membrane, you would find that no such evidence exists.

The closest thing you would find is electron micrograph pictures of cellular particles, possibly attached to cell debris, both of which to be seen were stained by heavy metals, a process that completely distorts their architecture within the living organism. This is like finding bits of paper stuck to the blown-up bricks, thereby proving the paper emerged by taking pieces of the bricks on its way out.

## The Enders baloney

Cowan describes the 'Covid' story as being just as make-believe as his paper story and he charts back this fantasy to a Nobel Prize winner called John Enders (1897-1985), an American biomedical scientist who has been dubbed 'The Father of Modern Vaccines'. Enders is claimed to have 'discovered' the process of the viral culture which 'proved' that a 'virus' caused measles. Cowan explains how Enders did this 'by using the EXACT same procedure that has been followed by every virologist to find and characterize every new virus since 1954'. Enders took throat swabs from children with measles and immersed them in 2ml of milk. Penicillin (100u/ml) and the antibiotic streptomycin (50,g/ml) were added and the whole mix was centrifuged – rotated at high speed to separate large cellular debris from small particles and molecules as with milk and cream, for example. Cowan says that if the aim is to find little particles of genetic material ('viruses') in the snot from children with measles it would seem that the last thing you would do is mix the snot with other material – milk –that also has genetic material. 'How are you ever going to know whether whatever you found came from the snot or the milk?' He points out that streptomycin is a 'nephrotoxic' or poisonous-to-the-kidney drug. You will see the relevance of that

shortly. Cowan says that it gets worse, much worse, when Enders describes the culture medium upon which the virus 'grows': 'The culture medium consisted of bovine amniotic fluid (90%), beef embryo extract (5%), horse serum (5%), antibiotics and phenol red as an indicator of cell metabolism.' Cowan asks incredulously: 'Did he just say that the culture medium also contained fluids and tissues that are themselves rich sources of genetic material?' The genetic cocktail, or 'medium', is inoculated onto tissue and cells from rhesus monkey *kidney* tissue. This is where the importance of streptomycin comes in and currently-used antimicrobials and other drugs that are *poisonous to kidneys* and used in ALL modern viral cultures (e.g. gentamicin, streptomycin, and amphotericin). Cowan asks: 'How are you ever going to know from this witch's brew where any genetic material comes from as we now have five different sources of rich genetic material in our mix?' Remember, he says, that all genetic material, whether from monkey kidney tissues, bovine serum, milk, etc., is made from the exact same components. The same central question returns: 'How are you possibly going to know that it was the virus that killed the kidney tissue and not the toxic antibiotic and starvation rations on which you are growing the tissue?' John Enders answered the question himself – *you can't*:

A second agent was obtained from an uninoculated culture of monkey kidney cells. The cytopathic changes [death of the cells] it induced in the unstained preparations could not be distinguished with confidence from the viruses isolated from measles.

The death of the cells ('cytopathic changes') happened in exactly the same manner, whether they inoculated the kidney tissue with the measles snot or not, Cowan says. 'This is evidence that the destruction of the tissue, the very proof of viral causation of illness, was not caused by anything in the snot because they saw the same destructive effect when the snot was not even used … the cytopathic, i.e., cell-killing, changes come from the process of the culture itself, not from any virus in any snot, period.' Enders quotes in his 1957 paper a virologist called Ruckle as reporting similar findings 'and in addition has isolated an agent from monkey kidney tissue that is so

far indistinguishable from human measles virus'. In other words, Cowan says, these particles called 'measles viruses' are simply and clearly breakdown products of the starved and poisoned tissue. For measles 'virus' see all 'viruses' including the so-called 'Covid virus'. Enders, the 'Father of Modern Vaccines', also said:

There is a potential risk in employing cultures of primate cells for the production of vaccines composed of attenuated virus, since the presence of other agents possibly latent in primate tissues cannot be definitely excluded by any known method.

Cowan further quotes from a paper published in the journal *Viruses* in May, 2020, while the 'Covid pandemic' was well underway in the media if not in reality. 'EVs' here refers to particles of genetic debris from our own tissues, such as exosomes of which more in a moment: 'The remarkable resemblance between EVs and viruses has caused quite a few problems in the studies focused on the analysis of EVs released during viral infections.' Later the paper adds that to date a reliable method that can actually guarantee a complete separation (of EVs from viruses) DOES NOT EXIST. This was published at a time when a fairy tale 'virus' was claimed in total certainty to be causing a fairy tale 'viral disease' called 'Covid-19' – a fairy tale that was already well on the way to transforming human society in the image that the Cult has worked to achieve for so long. Cowan concludes his article:

To summarize, there is no scientific evidence that pathogenic viruses exist. What we think of as 'viruses' are simply the normal breakdown products of dead and dying tissues and cells. When we are well, we make fewer of these particles; when we are starved, poisoned, suffocated by wearing masks, or afraid, we make more.

There is no engineered virus circulating and making people sick. People in laboratories all over the world are making genetically modified products to make people sick. These are called vaccines. There is no virome, no 'ecosystem' of viruses, viruses are not 8%, 50% or 100 % of our genetic material. These are all simply erroneous ideas based on the misconception called a virus.

## What is 'Covid'? Load of bollocks

The background described here by Cowan and Lanka was emphasised in the first video presentation that I saw by Dr Andrew Kaufman when he asked whether the 'Covid virus' was in truth a natural defence mechanism of the body called 'exosomes'. These are released by cells when in states of toxicity – see the same themes returning over and over. They are released ever more profusely as chemical and radiation toxicity increases and think of the potential effect therefore of 5G alone as its destructive frequencies infest the human energetic information field with a gathering pace (5G went online in Wuhan in 2019 as the 'virus' emerged). I'll have more about this later. Exosomes transmit a warning to the rest of the body that 'Houston, we have a problem'. Kaufman presented images of exosomes and compared them with 'Covid' under an electron microscope and the similarity was remarkable. They both attach to the same cell receptors (*claimed* in the case of 'Covid'), contain the same genetic material in the form of RNA or ribonucleic acid, and both are found in 'viral cell cultures' with damaged or dying cells. James Hildreth MD, President and Chief Executive Officer of the Meharry Medical College at Johns Hopkins, said: 'The virus is fully an exosome in every sense of the word.' Kaufman's conclusion was that there is no 'virus': 'This entire pandemic is a completely manufactured crisis … there is no evidence of anyone dying from [this] illness.' Dr Tom Cowan and Sally Fallon Morell, authors of *The Contagion Myth*, published a statement with Dr Kaufman in February, 2021, explaining why the 'virus' does not exist and you can read it that in full in the Appendix.

'Virus' theory can be traced to the 'cell theory' in 1858 of German physician Rudolf Virchow (1821-1920) who contended that disease originates from a single cell infiltrated by a 'virus'. Dr Stefan Lanka said that findings and insights with respect to the structure, function and central importance of tissues in the creation of life, which were already known in 1858, comprehensively refute the cell theory. Virchow ignored them. We have seen the part later played by John Enders in the 1950s and Lanka notes that infection theories were only established as a global dogma through the policies and

eugenics of the Third Reich in Nazi Germany (creation of the same Sabbatian cult behind the 'Covid' hoax). Lanka said: 'Before 1933, scientists dared to contradict this theory; after 1933, these critical scientists were silenced'. Dr Tom Cowan's view is that ill-heath is caused by too much of something, too little of something, or toxification from chemicals and radiation – not contagion. We must also highlight as a major source of the 'virus' theology a man still called the 'Father of Modern Virology' – Thomas Milton Rivers (1888-1962). There is no way given the Cult's long game policy that it was a coincidence for the 'Father of Modern Virology' to be director of the Rockefeller Institute for Medical Research from 1937 to 1956 when he is credited with making the Rockefeller Institute a leader in 'viral research'. Cult Rockefellers were the force behind the creation of Big Pharma 'medicine', established the World Health Organisation in 1948, and have long and close associations with the Gates family that now runs the WHO during the pandemic hoax through mega-rich Cult gofer and psychopath Bill Gates.

Only a Renegade Mind can see through all this bullshit by asking the questions that need to be answered, not taking 'no' or prevarication for an answer, and certainly not hiding from the truth in fear of speaking it. Renegade Minds have always changed the world for the better and they will change this one no matter how bleak it may currently appear to be.

## CHAPTER SIX

# Sequence of deceit

***If you tell the truth, you don't have to remember anything***
**Mark Twain**

Against the background that I have laid out this far the sequence that took us from an invented 'virus' in Cult-owned China in late 2019 to the fascist transformation of human society can be seen and understood in a whole new context.

We were told that a deadly disease had broken out in Wuhan and the world media began its campaign (coordinated by behavioural psychologists as we shall see) to terrify the population into unquestioning compliance. We were shown images of Chinese people collapsing in the street which never happened in the West with what was supposed to be the same condition. In the earliest days when alleged cases and deaths were few the fear register was hysterical in many areas of the media and this would expand into the common media narrative across the world. The real story was rather different, but we were never told that. The Chinese government, one of the Cult's biggest centres of global operation, said they had discovered a new illness with flu-like and pneumonia-type symptoms in a city with such toxic air that it is overwhelmed with flu-like symptoms, pneumonia and respiratory disease. Chinese scientists said it was a new – 'novel' – coronavirus which they called Sars-Cov-2 and that it caused a disease they labelled 'Covid-19'. There was no evidence for this and the 'virus' has never to this day been isolated, purified and its genetic code established from that. It

was from the beginning a computer-generated fiction. Stories of Chinese whistleblowers saying the number of deaths was being supressed or that the 'new disease' was related to the Wuhan bio-lab misdirected mainstream and alternative media into cul-de-sacs to obscure the real truth – there was no 'virus'.

Chinese scientists took genetic material from the lung fluid of just a few people and said they had found a 'new' disease when this material had a wide range of content. There was no evidence for a 'virus' for the very reasons explained in the last two chapters. The 'virus' has never been shown to (a) exist and (b) cause any disease. People were diagnosed on symptoms that are so widespread in Wuhan and polluted China and with a PCR test that can't detect infectious disease. On this farce the whole global scam was sold to the rest of the world which would also diagnose respiratory disease as 'Covid-19' from symptoms alone or with a PCR test not testing for a 'virus'. Flu miraculously disappeared *worldwide* in 2020 and into 2021 as it was redesignated 'Covid-19'. It was really the same old flu with its 'flu-like' symptoms attributed to 'flu-like' 'Covid-19'. At the same time with very few exceptions the Chinese response of draconian lockdown and fascism was the chosen weapon to respond across the West as recommended by the Cult-owned Tedros at the Cult-owned World Health Organization run by the Cult-owned Gates. All was going according to plan. Chinese scientists – everything in China is controlled by the Cult-owned government – compared their contaminated RNA lung-fluid material with other RNA sequences and said it appeared to be just under 80 percent identical to the SARS-CoV-1 'virus' claimed to be the cause of the SARS (severe acute respiratory syndrome) 'outbreak' in 2003. They decreed that because of this the 'new virus' had to be related and they called it SARS-CoV-2. There are some serious problems with this assumption and *assumption* was all it was. Most 'factual' science turns out to be assumptions repeated into everyone-knows-that. A match of under 80-percent is meaningless. Dr Kaufman makes the point that there's a *96 percent* genetic correlation between humans and chimpanzees, but 'no one would say our genetic material is part

of the chimpanzee family'. Yet the Chinese authorities were claiming that a much lower percentage, less than 80 percent, proved the existence of a new 'coronavirus'. For goodness sake human DNA is 60 percent similar to a *banana*.

## You are feeling sleepy

The entire 'Covid' hoax is a global Psyop, a psychological operation to program the human mind into believing and fearing a complete fantasy. A crucial aspect of this was what *appeared* to happen in Italy. It was all very well streaming out daily images of an alleged catastrophe in Wuhan, but to the Western mind it was still on the other side of the world in a very different culture and setting. A reaction of 'this could happen to me and my family' was still nothing like as intense enough for the mind-doctors. The Cult needed a Western example to push people over that edge and it chose Italy, one of its major global locations going back to the Roman Empire. An Italian 'Covid' crisis was manufactured in a particular area called Lombardy which just happens to be notorious for its toxic air and therefore respiratory disease. Wuhan, China, déjà vu. An hysterical media told horror stories of Italians dying from 'Covid' in their droves and how Lombardy hospitals were being overrun by a tidal wave of desperately ill people needing treatment after being struck down by the 'deadly virus'. Here was the psychological turning point the Cult had planned. Wow, if this is happening in Italy, the Western mind concluded, this indeed could happen to me and my family. Another point is that Italian authorities responded by following the Chinese blueprint so vehemently recommended by the Cult-owned World Health Organization. They imposed fascistic lockdowns on the whole country viciously policed with the help of surveillance drones sweeping through the streets seeking out anyone who escaped from mass house arrest. Livelihoods were destroyed and psychology unravelled in the way we have witnessed since in all lockdown countries. Crucial to the plan was that Italy responded in this way to set the precedent of suspending freedom and imposing fascism in a 'Western liberal democracy'. I emphasised in an

animated video explanation on davidicke.com posted in the summer of 2020 how important it was to the Cult to expand the Chinese lockdown model across the West. Without this, and the bare-faced lie that non-symptomatic people could still transmit a 'disease' they didn't have, there was no way locking down the whole population, sick and not sick, could be pulled off. At just the right time and with no evidence Cult operatives and gofers claimed that people without symptoms could pass on the 'disease'. In the name of protecting the 'vulnerable' like elderly people, who lockdowns would kill by the tens of thousands, we had for the first time healthy people told to isolate as well as the sick. The great majority of people who tested positive had no symptoms because there was nothing wrong with them. It was just a trick made possible by a test not testing for the 'virus'.

Months after my animated video the Gates-funded Professor Neil Ferguson at the Gates-funded Imperial College confirmed that I was right. He didn't say it in those terms, naturally, but he did say it. Ferguson will enter the story shortly for his outrageously crazy 'computer models' that led to Britain, the United States and many other countries following the Chinese and now Italian methods of response. Put another way, following the Cult script. Ferguson said that SAGE, the UK government's scientific advisory group which has controlled 'Covid' policy from the start, wanted to follow the Chinese lockdown model (while they all continued to work and be paid), but they wondered if they could possibly, in Ferguson's words, 'get away with it in Europe'. 'Get away with it'? Who the hell do these moronic, arrogant people think they are? This appalling man Ferguson said that once Italy went into national lockdown they realised they, too, could mimic China:

> It's a communist one-party state, we said. We couldn't get away with it in Europe, we thought … and then Italy did it. And we realised we could. Behind this garbage from Ferguson is a simple fact: Doing the same as China in every country was the plan from the start and Ferguson's 'models' would play a central role in achieving that. It's just a coincidence, of course, and absolutely nothing to worry your little head about.

## Oops, sorry, our mistake

Once the Italian segment of the Psyop had done the job it was designed to do a very different story emerged. Italian authorities revealed that 99 percent of those who had 'died from Covid-19' in Italy had one, two, three, or more 'co-morbidities' or illnesses and health problems that could have ended their life. The US Centers for Disease Control and Prevention (CDC) published a figure of 94 percent for Americans dying of 'Covid' while having other serious medical conditions – on average two to three (some five or six) other potential causes of death. In terms of death from an unproven 'virus' I say it is 100 percent. The other one percent in Italy and six percent in the US would presumably have died from 'Covid's' flu-like symptoms with a range of other possible causes in conjunction with a test not testing for the 'virus'. Fox News reported that even more startling figures had emerged in one US county in which 410 of 422 deaths attributed to 'Covid-19' had other potentially deadly health conditions. The Italian National Health Institute said later that the average age of people dying with a 'Covid-19' diagnosis in Italy was about 81. Ninety percent were over 70 with ten percent over 90. In terms of other reasons to die some 80 percent had two or more chronic diseases with half having three or more including cardiovascular problems, diabetes, respiratory problems and cancer. Why is the phantom 'Covid-19' said to kill overwhelmingly old people and hardly affect the young? Old people continually die of many causes and especially respiratory disease which you can re-diagnose 'Covid-19' while young people die in tiny numbers by comparison and rarely of respiratory disease. Old people 'die of Covid' because they die of other things that can be redesignated 'Covid' and it really is that simple.

## Flu has flown

The blueprint was in place. Get your illusory 'cases' from a test not testing for the 'virus' and redesignate other causes of death as 'Covid-19'. You have an instant 'pandemic' from something that is nothing more than a computer-generated fiction. With near-on a

billion people having 'flu-like' symptoms every year the potential was limitless and we can see why flu quickly and apparently miraculously disappeared *worldwide* by being diagnosed 'Covid-19'. The painfully bloody obvious was explained away by the childlike media in headlines like this in the UK '*Independent*': 'Not a single case of flu detected by Public Health England this year as Covid restrictions suppress virus'. I kid you not. The masking, social distancing and house arrest that did not make the 'Covid virus' disappear somehow did so with the 'flu virus'. Even worse the article, by a bloke called Samuel Lovett, suggested that maybe the masking, sanitising and other 'Covid' measures should continue to keep the flu away. With a ridiculousness that disturbs your breathing (it's 'Covid-19') the said Lovett wrote: 'With widespread social distancing and mask-wearing measures in place throughout the UK, the usual routes of transmission for influenza have been blocked.' He had absolutely no evidence to support that statement, but look at the consequences of him acknowledging the obvious. With flu not disappearing at all and only being relabelled 'Covid-19' he would have to contemplate that 'Covid' was a hoax on a scale that is hard to imagine. You need guts and commitment to truth to even go there and that's clearly something Samuel Lovett does not have in abundance. He would never have got it through the editors anyway.

Tens of thousands die in the United States alone every winter from flu including many with pneumonia complications. CDC figures record *45 million* Americans diagnosed with flu in 2017-2018 of which 61,000 died and some reports claim 80,000. Where was the same hysteria then that we have seen with 'Covid-19'? Some 250,000 Americans are admitted to hospital with pneumonia every year with about 50,000 cases proving fatal. About 65 million suffer respiratory disease every year and three million deaths makes this the third biggest cause of death worldwide. You only have to redesignate a portion of all these people 'Covid-19' and you have an instant global pandemic or the *appearance* of one. Why would doctors do this? They are told to do this and all but a few dare not refuse those who must be obeyed. Doctors in general are not researching their own

knowledge and instead take it direct and unquestioned from the authorities that own them and their careers. The authorities say they must now diagnose these symptoms 'Covid-19' and not flu, or whatever, and they do it. Dark suits say put 'Covid-19' on death certificates no matter what the cause of death and the doctors do it. Renegade Minds don't fall for the illusion that doctors and medical staff are all highly-intelligent, highly-principled, seekers of medical truth. *Some are*, but not the majority. They are repeaters, gofers, and yes sir, no sir, purveyors of what the system demands they purvey. The 'Covid' con is not merely confined to diseases of the lungs. Instructions to doctors to put 'Covid-19' on death certificates for anyone dying of *anything* within 28 days (or much more) of a positive test not testing for the 'virus' opened the floodgates. The term dying *with* 'Covid' and not *of* 'Covid' was coined to cover the truth. Whether it was a *with* or an *of* they were all added to the death numbers attributed to the 'deadly virus' compiled by national governments and globally by the Gates-funded Johns Hopkins operation in the United States that was so involved in those 'pandemic' simulations. Fraudulent deaths were added to the ever-growing list of fraudulent 'cases' from false positives from a false test. No wonder Professor Walter Ricciardi, scientific advisor to the Italian minister of health, said after the Lombardy hysteria had done its job that 'Covid' death rates were due to Italy having the second oldest population in the world and to *how hospitals record deaths*:

The way in which we code deaths in our country is very generous in the sense that all the people who die in hospitals with the coronavirus are deemed to be dying of the coronavirus. On re-evaluation by the National Institute of Health, only 12 per cent of death certificates have shown a direct causality from coronavirus, while 88 per cent of patients who have died have at least one pre-morbidity – many had two or three.

This is extraordinary enough when you consider the propaganda campaign to use Italy to terrify the world, but how can they even say twelve percent were genuine when the 'virus' has not been shown to exist, its 'code' is a computer program, and diagnosis comes from a test not testing for it? As in China, and soon the world, 'Covid-19' in

Italy was a redesignation of diagnosis. Lies and corruption were to become the real 'pandemic' fuelled by a pathetically-compliant medical system taking its orders from the tiny few at the top of their national hierarchy who answered to the World Health Organization which answers to Gates and the Cult. Doctors were told – ordered – to diagnose a particular set of symptoms 'Covid-19' and put that on the death certificate for any cause of death if the patient had tested positive with a test not testing for the virus or had 'Covid' symptoms like the flu. The United States even introduced big financial incentives to manipulate the figures with hospitals receiving £4,600 from the Medicare system for diagnosing someone with regular pneumonia, $13,000 if they made the diagnosis from the same symptoms 'Covid-19' pneumonia, and $39, 000 if they put a 'Covid' diagnosed patient on a ventilator that would almost certainly kill them. A few – painfully and pathetically few – medical whistleblowers revealed (before Cult-owned YouTube deleted their videos) that they had been instructed to 'let the patient crash' and put them straight on a ventilator instead of going through a series of far less intrusive and dangerous methods as they would have done before the pandemic hoax began and the financial incentives kicked in. We are talking cold-blooded murder given that ventilators are so damaging to respiratory systems they are usually the last step before heaven awaits. Renegade Minds never fall for the belief that people in white coats are all angels of mercy and cannot be full-on psychopaths. I have explained in detail in *The Answer* how what I am describing here played out across the world coordinated by the World Health Organization through the medical hierarchies in almost every country.

## Medical scientist calls it

Information about the non-existence of the 'virus' began to emerge for me in late March, 2020, and mushroomed after that. I was sent an email by Sir Julian Rose, a writer, researcher, and organic farming promotor, from a medical scientist friend of his in the United States. Even at that early stage in March the scientist was able to explain

how the 'Covid' hoax was being manipulated. He said there were no reliable tests for a specific 'Covid-19 virus' and nor were there any reliable agencies or media outlets for reporting numbers of actual 'Covid-19' cases. We have seen in the long period since then that he was absolutely right. 'Every action and reaction to Covid-19 is based on totally flawed data and we simply cannot make accurate assessments,' he said. Most people diagnosed with 'Covid-19' were showing nothing more than cold and flu-like symptoms 'because most coronavirus strains *are* nothing more than cold/flu-like symptoms'. We had farcical situations like an 84-year-old German man testing positive for 'Covid-19' and his nursing home ordered to quarantine only for him to be found to have a common cold. The scientist described back then why PCR tests and what he called the 'Mickey Mouse test kits' were useless for what they were claimed to be identifying. 'The idea these kits can isolate a specific virus like Covid-19 is nonsense,' he said. Significantly, he pointed out that 'if you want to create a totally false panic about a totally false pandemic – pick a coronavirus'. This is exactly what the Cult-owned Gates, World Economic Forum and Johns Hopkins University did with their Event 201 'simulation' followed by their real-life simulation called the 'pandemic'. The scientist said that all you had to do was select the sickest of people with respiratory-type diseases in a single location – 'say Wuhan' – and administer PCR tests to them. You can then claim that anyone showing 'viral sequences' similar to a coronavirus 'which will inevitably be quite a few' is suffering from a 'new' disease:

> Since you already selected the sickest flu cases a fairly high proportion of your sample will go on to die. You can then say this 'new' virus has a CFR [case fatality rate] higher than the flu and use this to infuse more concern and do more tests which will of course produce more 'cases', which expands the testing, which produces yet more 'cases' and so on and so on. Before long you have your 'pandemic', and all you have done is use a simple test kit trick to convert the worst flu and pneumonia cases into something new that doesn't ACTUALLY EXIST [my emphasis].

He said that you then 'just run the same scam in other countries' and make sure to keep the fear message running high 'so that people

will feel panicky and less able to think critically'. The only problem to overcome was the fact *there is no* actual new deadly pathogen and only regular sick people. This meant that deaths from the 'new deadly pathogen' were going to be way too low for a real new deadly virus pandemic, but he said this could be overcome in the following ways – all of which would go on to happen:

1. You can claim this is just the beginning and more deaths are imminent [you underpin this with fantasy 'computer projections']. Use this as an excuse to quarantine everyone and then claim the quarantine prevented the expected millions of dead.

2. You can [say that people] 'minimizing' the dangers are irresponsible and bully them into not talking about numbers.

3. You can talk crap about made up numbers hoping to blind people with pseudoscience.

4. You can start testing well people (who, of course, will also likely have shreds of coronavirus [RNA] in them) and thus inflate your 'case figures' with 'asymptomatic carriers' (you will of course have to spin that to sound deadly even though any virologist knows the more symptom-less cases you have the less deadly is your pathogen).

The scientist said that if you take these simple steps 'you can have your own entirely manufactured pandemic up and running in weeks'. His analysis made so early in the hoax was brilliantly prophetic of what would actually unfold. Pulling all the information together in these recent chapters we have this is simple 1, 2, 3, of how you can delude virtually the entire human population into believing in a 'virus' that doesn't exist:

- A 'Covid case' is someone who tests positive with a test not testing for the 'virus'.

- A 'Covid death' is someone who dies of *any cause* within 28 days (or much longer) of testing positive with a test not testing for the 'virus.

- Asymptomatic means there is nothing wrong with you, but they claim you can pass on what you don't have to justify locking

down (quarantining) healthy people in totality.

The foundations of the hoax are that simple. A study involving ten million people in Wuhan, published in November, 2020, demolished the whole lie about those without symptoms passing on the 'virus'. They found '300 asymptomatic cases' and traced their contacts to find that not one of them was detected with the 'virus'. 'Asymptomatic' patients and their contacts were isolated for no less than two weeks and nothing changed. I know it's all crap, but if you are going to claim that those without symptoms can transmit 'the virus' then you must produce evidence for that and they never have. Even World Health Organization official Dr Maria Van Kerkhove, head of the emerging diseases and zoonosis unit, said as early as June, 2020, that she doubted the validity of asymptomatic transmission. She said that 'from the data we have, it still seems to be rare that an asymptomatic person actually transmits onward to a secondary individual' and by 'rare' she meant that she couldn't cite any case of asymptomatic transmission.

## The Ferguson factor

The problem for the Cult as it headed into March, 2020, when the script had lockdown due to start, was that despite all the manipulation of the case and death figures they still did not have enough people alleged to have died from 'Covid' to justify mass house arrest. This was overcome in the way the scientist described: 'You can claim this is just the beginning and more deaths are imminent … Use this as an excuse to quarantine everyone and then claim the quarantine prevented the expected millions of dead.' Enter one Professor Neil Ferguson, the Gates-funded 'epidemiologist' at the Gates-funded Imperial College in London. Ferguson is Britain's Christian Drosten in that he has a dire record of predicting health outcomes, but is still called upon to advise government on the next health outcome when another 'crisis' comes along. This may seem to be a strange and ridiculous thing to do. Why would you keep turning for policy guidance to people who have a history of being

monumentally wrong? Ah, but it makes sense from the Cult point of view. These 'experts' keep on producing predictions that suit the Cult agenda for societal transformation and so it was with Neil Ferguson as he revealed his horrific (and clearly insane) computer model predictions that allowed lockdowns to be imposed in Britain, the United States and many other countries. Ferguson does not have even an A-level in biology and would appear to have no formal training in computer modelling, medicine or epidemiology, according to Derek Winton, an MSc in Computational Intelligence. He wrote an article somewhat aghast at what Ferguson did which included taking no account of respiratory disease 'seasonality' which means it is far worse in the winter months. Who would have thought that respiratory disease could be worse in the winter? Well, certainly not Ferguson.

The massively China-connected Imperial College and its bizarre professor provided the excuse for the long-incubated Chinese model of human control to travel westward at lightning speed. Imperial College confirms on its website that it collaborates with the Chinese Research Institute; publishes more than 600 research papers every year with Chinese research institutions; has 225 Chinese staff; 2,600 Chinese students – the biggest international group; 7,000 former students living in China which is the largest group outside the UK; and was selected for a tour by China's President Xi Jinping during his state visit to the UK in 2015. The college takes major donations from China and describes itself as the UK's number one university collaborator with Chinese research institutions. The China communist/fascist government did not appear phased by the woeful predictions of Ferguson and Imperial when during the lockdown that Ferguson induced the college signed a five-year collaboration deal with China tech giant Huawei that will have Huawei's indoor 5G network equipment installed at the college's West London tech campus along with an 'AI cloud platform'. The deal includes Chinese sponsorship of Imperial's Venture Catalyst entrepreneurship competition. Imperial is an example of the enormous influence the Chinese government has within British and North American

universities and research centres – and further afield. Up to 200 academics from more than a dozen UK universities are being investigated on suspicion of 'unintentionally' helping the Chinese government build weapons of mass destruction by 'transferring world-leading research in advanced military technology such as aircraft, missile designs and cyberweapons'. Similar scandals have broken in the United States, but it's all a coincidence. Imperial College serves the agenda in many other ways including the promotion of every aspect of the United Nations Agenda 21/2030 (the Great Reset) and produced computer models to show that human-caused 'climate change' is happening when in the real world it isn't. Imperial College is driving the climate agenda as it drives the 'Covid' agenda (both Cult hoaxes) while Patrick Vallance, the UK government's Chief Scientific Adviser on 'Covid', was named Chief Scientific Adviser to the UN 'climate change' conference known as COP26 hosted by the government in Glasgow, Scotland. 'Covid' and 'climate' are fundamentally connected.

## Professor Woeful

From Imperial's bosom came Neil Ferguson still advising government despite his previous disasters and it was announced early on that he and other key people like UK Chief Medical Adviser Chris Whitty had caught the 'virus' as the propaganda story was being sold. Somehow they managed to survive and we had Prime Minister Boris Johnson admitted to hospital with what was said to be a severe version of the 'virus' in this same period. His whole policy and demeanour changed when he returned to Downing Street. It's a small world with these government advisors – especially in their communal connections to Gates – and Ferguson had partnered with Whitty to write a paper called 'Infectious disease: Tough choices to reduce Ebola transmission' which involved another scare-story that didn't happen. Ferguson's 'models' predicted that up to150, 000 could die from 'mad cow disease', or BSE, and its version in sheep if it was transmitted to humans. BSE was not transmitted and instead triggered by an organophosphate pesticide used to treat a pest on

cows. Fewer than 200 deaths followed from the human form. Models by Ferguson and his fellow incompetents led to the unnecessary culling of millions of pigs, cattle and sheep in the foot and mouth outbreak in 2001 which destroyed the lives and livelihoods of farmers and their families who had often spent decades building their herds and flocks. Vast numbers of these animals did not have foot and mouth and had no contact with the infection. Another 'expert' behind the cull was Professor Roy Anderson, a computer modeller at Imperial College specialising in the epidemiology of *human*, not animal, disease. Anderson has served on the Bill and Melinda Gates Grand Challenges in Global Health advisory board and chairs another Gates-funded organisation. Gates is everywhere.

In a precursor to the 'Covid' script Ferguson backed closing schools 'for prolonged periods' over the swine flu 'pandemic' in 2009 and said it would affect a third of the world population if it continued to spread at the speed he claimed to be happening. His mates at Imperial College said much the same and a news report said: 'One of the authors, the epidemiologist and disease modeller Neil Ferguson, who sits on the World Health Organisation's emergency committee for the outbreak, said the virus had "full pandemic potential".' Professor Liam Donaldson, the Chris Whitty of his day as Chief Medical Officer, said the worst case could see 30 percent of the British people infected by swine flu with 65,000 dying. Ferguson and Donaldson were indeed proved correct when at the end of the year the number of deaths attributed to swine flu was 392. The term 'expert' is rather liberally applied unfortunately, not least to complete idiots. Swine flu 'projections' were great for GlaxoSmithKline (GSK) as millions rolled in for its Pandemrix influenza vaccine which led to brain damage with children most affected. The British government (taxpayers) paid out more than £60 million in compensation after GSK was given immunity from prosecution. Yet another 'Covid' déjà vu. Swine flu was supposed to have broken out in Mexico, but Dr Wolfgang Wodarg, a German doctor, former member of parliament and critic of the 'Covid' hoax, observed 'the spread of swine flu' in Mexico City at the time. He

said: 'What we experienced in Mexico City was a very mild flu which did not kill more than usual – which killed even fewer people than usual.' Hyping the fear against all the facts is not unique to 'Covid' and has happened many times before. Ferguson is reported to have over-estimated the projected death toll of bird flu (H5N1) by some three million-fold, but bird flu vaccine makers again made a killing from the scare. This is some of the background to the Neil Ferguson who produced the perfectly-timed computer models in early 2020 predicting that half a million people would die in Britain without draconian lockdown and 2.2 million in the United States. Politicians panicked, people panicked, and lockdowns of alleged short duration were instigated to 'flatten the curve' of cases gleaned from a test not testing for the 'virus'. I said at the time that the public could forget the 'short duration' bit. This was an agenda to destroy the livelihoods of the population and force them into mass control through dependency and there was going to be nothing 'short' about it. American researcher Daniel Horowitz described the consequences of the 'models' spewed out by Gates-funded Ferguson and Imperial College:

> What led our government and the governments of many other countries into panic was a single Imperial College of UK study, funded by global warming activists, that predicted 2.2 million deaths if we didn't lock down the country. In addition, the reported 8-9% death rate in Italy scared us into thinking there was some other mutation of this virus that they got, which might have come here.
>
> Together with the fact that we were finally testing and had the ability to actually report new cases, we thought we were headed for a death spiral. But again … we can't flatten a curve if we don't know when the curve started.

How about it *never* started?

## Giving them what they want

An investigation by German news outlet *Welt Am Sonntag (World on Sunday)* revealed how in March, 2020, the German government gathered together 'leading scientists from several research institutes and universities' and 'together, they were to produce a [modelling]

paper that would serve as legitimization for further tough political measures'. The Cult agenda was justified by computer modelling not based on evidence or reality; it was specifically constructed to justify the Cult demand for lockdowns all over the world to destroy the independent livelihoods of the global population. All these modellers and everyone responsible for the 'Covid' hoax have a date with a trial like those in Nuremberg after World War Two when Nazis faced the consequences of their war crimes. These corrupt-beyond-belief 'modellers' wrote the paper according to government instructions and it said that that if lockdown measures were lifted then up to one million Germans would die from 'Covid-19' adding that some would die 'agonizingly at home, gasping for breath' unable to be treated by hospitals that couldn't cope. All lies. No matter – it gave the Cult all that it wanted. What did long-time government 'modeller' Neil Ferguson say? If the UK and the United States didn't lockdown half a million would die in Britain and 2.2 million Americans. Anyone see a theme here? 'Modellers' are such a crucial part of the lockdown strategy that we should look into their background and follow the money. Researcher Rosemary Frei produced an excellent article headlined 'The Modelling-paper Mafiosi'. She highlights a guy called John Edmunds, a British epidemiologist, and professor in the Faculty of Epidemiology and Population Health at the London School of Hygiene & Tropical Medicine. He studied at Imperial College. Edmunds is a member of government 'Covid' advisory bodies which have been dictating policy, the New and Emerging Respiratory Virus Threats Advisory Group (NERVTAG) and the Scientific Advisory Group for Emergencies (SAGE).

Ferguson, another member of NERVTAG and SAGE, led the way with the original 'virus' and Edmunds has followed in the 'variant' stage and especially the so-called UK or Kent variant known as the 'Variant of Concern' (VOC) B.1.1.7. He said in a co-written report for the Centre for Mathematical modelling of Infectious Diseases at the London School of Hygiene and Tropical Medicine, with input from the Centre's 'Covid-19' Working Group, that there was 'a realistic

possibility that VOC B.1.1.7 is associated with an increased risk of death compared to non-VOC viruses'. Fear, fear, fear, get the vaccine, fear, fear, fear, get the vaccine. Rosemary Frei reveals that almost all the paper's authors and members of the modelling centre's 'Covid-19' Working Group receive funding from the Bill and Melinda Gates Foundation and/or the associated Gates-funded Wellcome Trust. The paper was published by e-journal *Medr χiv* which only publishes papers not peer-reviewed and the journal was established by an organisation headed by Facebook's Mark Zuckerberg and his missus. What a small world it is. Frei discovered that Edmunds is on the Scientific Advisory Board of the Coalition for Epidemic Preparedness Innovations (CEPI) which was established by the Bill and Melinda Gates Foundation, Klaus Schwab's Davos World Economic Forum and Big Pharma giant Wellcome. CEPI was 'launched in Davos [in 2017] to develop vaccines to stop future epidemics', according to its website. 'Our mission is to accelerate the development of vaccines against emerging infectious diseases and enable equitable access to these vaccines for people during outbreaks.' What kind people they are. Rosemary Frei reveals that Public Health England (PHE) director Susan Hopkins is an author of her organisation's non-peer-reviewed reports on 'new variants'. Hopkins is a professor of infectious diseases at London's Imperial College which is gifted tens of millions of dollars a year by the Bill and Melinda Gates Foundation. Gates-funded modelling disaster Neil Ferguson also co-authors Public Health England reports and he spoke in December, 2020, about the potential danger of the B.1.1.7. 'UK variant' promoted by Gates-funded modeller John Edmunds. When I come to the 'Covid vaccines' the 'new variants' will be shown for what they are – bollocks.

## Connections, connections

All these people and modellers are lockdown-obsessed or, put another way, they demand what the Cult demands. Edmunds said in January, 2021, that to ease lockdowns too soon would be a disaster and they had to 'vaccinate much, much, much more widely than the

elderly'. Rosemary Frei highlights that Edmunds is married to Jeanne Pimenta who is described in a LinkedIn profile as director of epidemiology at GlaxoSmithKline (GSK) and she held shares in the company. Patrick Vallance, co-chair of SAGE and the government's Chief Scientific Adviser, is a former executive of GSK and has a deferred bonus of shares in the company worth £600,000. GSK has serious business connections with Bill Gates and is collaborating with mRNA-'vaccine' company CureVac to make 'vaccines' for the new variants that Edmunds is talking about. GSK is planning a 'Covid vaccine' with drug giant Sanofi. Puppet Prime Minister Boris Johnson announced in the spring of 2021 that up to 60 million vaccine doses were to be made at the GSK facility at Barnard Castle in the English North East. Barnard Castle, with a population of just 6,000, was famously visited in breach of lockdown rules in April, 2020, by Johnson aide Dominic Cummings who said that he drove there 'to test his eyesight' before driving back to London. Cummings would be better advised to test his integrity – not that it would take long. The GSK facility had nothing to do with his visit then although I'm sure Patrick Vallance would have been happy to arrange an introduction and some tea and biscuits. Ruthless psychopath Gates has made yet another fortune from vaccines in collaboration with Big Pharma companies and gushes at the phenomenal profits to be made from vaccines – more than a 20-to-1 return as he told one interviewer. Gates also tweeted in December, 2019, with the foreknowledge of what was coming: 'What's next for our foundation? I'm particularly excited about what the next year could mean for one of the best buys in global health: vaccines.'

Modeller John Edmunds is a big promotor of vaccines as all these people appear to be. He's the dean of the London School of Hygiene & Tropical Medicine's Faculty of Epidemiology and Population Health which is primarily funded by the Bill and Melinda Gates Foundation and the Gates-established and funded GAVI vaccine alliance which is the Gates vehicle to vaccinate the world. The organisation Doctors Without Borders has described GAVI as being 'aimed more at supporting drug-industry desires to promote new

products than at finding the most efficient and sustainable means for fighting the diseases of poverty'. But then that's why the psychopath Gates created it. John Edmunds said in a video that the London School of Hygiene & Tropical Medicine is involved in every aspect of vaccine development including large-scale clinical trials. He contends that mathematical modelling can show that vaccines protect individuals and society. That's on the basis of shit in and shit out, I take it. Edmunds serves on the UK Vaccine Network as does Ferguson and the government's foremost 'Covid' adviser, the grim-faced, dark-eyed Chris Whitty. The Vaccine Network says it works 'to support the government to identify and shortlist targeted investment opportunities for the most promising vaccines and vaccine technologies that will help combat infectious diseases with epidemic potential, and to address structural issues related to the UK's broader vaccine infrastructure'. Ferguson is acting Director of the Imperial College Vaccine Impact Modelling Consortium which has funding from the Bill and Melina Gates Foundation and the Gates-created GAVI 'vaccine alliance'. Anyone wonder why these characters see vaccines as the answer to every problem? Ferguson is wildly enthusiastic in his support for GAVI's campaign to vaccine children en masse in poor countries. You would expect someone like Gates who has constantly talked about the need to reduce the population to want to fund vaccines to keep more people alive. I'm sure that's why he does it. The John Edmunds London School of Hygiene & Tropical Medicine (LSHTM) has a Vaccines Manufacturing Innovation Centre which develops, tests and commercialises vaccines. Rosemary Frei writes:

> The vaccines centre also performs affiliated activities like combating 'vaccine hesitancy'. The latter includes the Vaccine Confidence Project. The project's stated purpose is, among other things, 'to provide analysis and guidance for early response and engagement with the public to ensure sustained confidence in vaccines and immunisation'. The Vaccine Confidence Project's director is LSHTM professor Heidi Larson. For more than a decade she's been researching how to combat vaccine hesitancy.

How the bloody hell can blokes like John Edmunds and Neil Ferguson with those connections and financial ties model 'virus' case

and death projections for the government and especially in a way that gives their paymasters like Gates exactly what they want? It's insane, but this is what you find throughout the world.

## 'Covid' is not dangerous, oops, wait, yes it is

Only days before Ferguson's nightmare scenario made Jackboot Johnson take Britain into a China-style lockdown to save us from a deadly 'virus' the UK government website gov.uk was reporting something very different to Ferguson on a page of official government guidance for 'high consequence infectious diseases (HCID)'. It said this about 'Covid-19':

As of 19 March 2020, COVID-19 *is no longer considered to be a high consequence infectious diseases (HCID) in the UK* [my emphasis]. The 4 nations public health HCID group made an interim recommendation in January 2020 to classify COVID-19 as an HCID. This was based on consideration of the UK HCID criteria about the virus and the disease with information available during the early stages of the outbreak.

Now that more is known about COVID-19, the public health bodies in the UK have reviewed the most up to date information about COVID-19 against the UK HCID criteria. They have determined that several features have now changed; in particular, more information is available about mortality rates (low overall), and there is now greater clinical awareness and a specific and sensitive laboratory test, the availability of which continues to increase. The Advisory Committee on Dangerous Pathogens (ACDP) is also of the opinion that COVID-19 should no longer be classified as an HCID.

Soon after the government had been exposed for downgrading the risk they upgraded it again and everyone was back to singing from the same Cult hymn book. Ferguson and his fellow Gates clones indicated that lockdowns and restrictions would have to continue until a Gates-funded vaccine was developed. Gates said the same because Ferguson and his like were repeating the Gates script which is the Cult script. 'Flatten the curve' became an ongoing nightmare of continuing lockdowns with periods in between of severe restrictions in pursuit of destroying independent incomes and had nothing to do with protecting health about which the Cult gives not a shit. Why wouldn't Ferguson be pushing a vaccine 'solution' when he's owned by vaccine-obsessive Gates who makes a fortune from them and

when Ferguson heads the Vaccine Impact Modelling Consortium at Imperial College funded by the Gates Foundation and GAVI, the 'vaccine alliance', created by Gates as his personal vaccine promotion operation? To compound the human catastrophe that Ferguson's 'models' did so much to create he was later exposed for breaking his own lockdown rules by having sexual liaisons with his married girlfriend Antonia Staats at his home while she was living at another location with her husband and children. Staats was a 'climate' activist and senior campaigner at the Soros-funded Avaaz which I wouldn't trust to tell me that grass is green. Ferguson had to resign as a government advisor over this hypocrisy in May, 2020, but after a period of quiet he was back being quoted by the ridiculous media on the need for more lockdowns and a vaccine rollout. Other government-advising 'scientists' from Imperial College' held the fort in his absence and said lockdown could be indefinite until a vaccine was found. The Cult script was being sung by the payrolled choir. I said there was no intention of going back to 'normal' when the 'vaccine' came because the 'vaccine' is part of a very different agenda that I will discuss in Human 2.0. Why would the Cult want to let the world go back to normal when destroying that normal forever was the whole point of what was happening? House arrest, closing businesses and schools through lockdown, (un)social distancing and masks all followed the Ferguson fantasy models. Again as I predicted (these people are so predictable) when the 'vaccine' arrived we were told that house arrest, lockdown, (un)social distancing and masks would still have to continue. I will deal with the masks in the next chapter because they are of fundamental importance.

## Where's the 'pandemic'?

Any mildly in-depth assessment of the figures revealed what was really going on. Cult-funded and controlled organisations still have genuine people working within them such is the number involved. So it is with Genevieve Briand, assistant program director of the Applied Economics master's degree program at Johns Hopkins

University. She analysed the impact that 'Covid-19' had on deaths from *all* causes in the United States using official data from the CDC for the period from early February to early September, 2020. She found that allegedly 'Covid' *related*-deaths exceeded those from heart disease which she found strange with heart disease always the biggest cause of fatalities. Her research became even more significant when she noted the sudden decline in 2020 of *all* non-'Covid' deaths: 'This trend is completely contrary to the pattern observed in all previous years … the total decrease in deaths by other causes almost exactly equals the increase in deaths by Covid-19.' This was such a game, set and match in terms of what was happening that Johns Hopkins University deleted the article on the grounds that it 'was being used to support false and dangerous inaccuracies about the impact of the pandemic'. No – because it exposed the scam from official CDC figures and this was confirmed when those figures were published in January, 2021. Here we can see the effect of people dying from heart attacks, cancer, road accidents and gunshot wounds – *anything* – having 'Covid-19' on the death certificate along with those diagnosed from 'symptoms' who had even not tested positive with a test not testing for the 'virus'. I am not kidding with the gunshot wounds, by the way. Brenda Bock, coroner in Grand County, Colorado, revealed that two gunshot victims tested positive for the 'virus' within the previous 30 days and were therefore classified as 'Covid deaths'. Bock said: 'These two people had tested positive for Covid, but that's not what killed them. A gunshot wound is what killed them.' She said she had not even finished her investigation when the state listed the gunshot victims as deaths due to the 'virus'. The death and case figures for 'Covid-19' are an absolute joke and yet they are repeated like parrots by the media, politicians and alleged medical 'experts'. The official Cult narrative is the only show in town.

Genevieve Briand found that deaths from all causes were not exceptional in 2020 compared with previous years and a Spanish magazine published figures that said the same about Spain which was a 'Covid' propaganda hotspot at one point. *Discovery Salud*, a

health and medicine magazine, quoted government figures which showed how 17,000 *fewer* people died in Spain in 2020 than in 2019 and more than 26,000 fewer than in 2018. The age-standardised mortality rate for England and Wales when age distribution is taken into account was significantly lower in 2020 than the 1970s, 80s and 90s, and was only the ninth highest since 2000. Where is the 'pandemic'?

Post mortems and autopsies virtually disappeared for 'Covid' deaths amid claims that 'virus-infected' bodily fluids posed a risk to those carrying out the autopsy. This was rejected by renowned German pathologist and forensic doctor Klaus Püschel who said that he and his staff had by then done 150 autopsies on 'Covid' patients with no problems at all. He said they were needed to know why some 'Covid' patients suffered blood clots and not severe respiratory infections. The 'virus' is, after all, called SARS or 'severe acute respiratory syndrome'. I highlighted in the spring of 2020 this phenomenon and quoted New York intensive care doctor Cameron Kyle-Sidell who posted a soon deleted YouTube video to say that they had been told to prepare to treat an infectious disease called 'Covid-19', but that was not what they were dealing with. Instead he likened the lung condition of the most severely ill patients to what you would expect with cabin depressurisation in a plane at 30,000 feet or someone dropped on the top of Everest without oxygen or acclimatisation. I have never said this is not happening to a small minority of alleged 'Covid' patients – I am saying this is not caused by a phantom 'contagious virus'. Indeed Kyle-Sidell said that 'Covid-19' was not the disease they were told was coming their way. 'We are operating under a medical paradigm that is untrue,' he said, and he believed they were treating the wrong disease: 'These people are being slowly starved of oxygen.' Patients would take off their oxygen masks in a state of fear and stress and while they were blue in the face on the brink of death. They did not look like patients dying of pneumonia. You can see why they don't want autopsies when their virus doesn't exist and there is another condition in some people that they don't wish to be uncovered. I should add here that

the 5G system of millimetre waves was being rapidly introduced around the world in 2020 and even more so now as they fire 5G at the Earth from satellites. At 60 gigahertz within the 5G range that frequency interacts with the oxygen molecule and stops people breathing in sufficient oxygen to be absorbed into the bloodstream. They are installing 5G in schools and hospitals. The world is not mad or anything. 5G can cause major changes to the lungs and blood as I detail in *The Answer* and these consequences are labelled 'Covid-19', the alleged symptoms of which can be caused by 5G and other electromagnetic frequencies as cells respond to radiation poisoning.

## The 'Covid death' scam

Dr Scott Jensen, a Minnesota state senator and medical doctor, exposed 'Covid' Medicare payment incentives to hospitals and death certificate manipulation. He said he was sent a seven-page document by the US Department of Health 'coaching' him on how to fill out death certificates which had never happened before. The document said that he didn't need to have a laboratory test for 'Covid-19' to put that on the death certificate and that shocked him when death certificates are supposed to be about facts. Jensen described how doctors had been 'encouraged, if not pressured' to make a diagnosis of 'Covid-19' if they thought it was probable or *'presumed*'. No positive test was necessary – not that this would have mattered anyway. He said doctors were told to diagnose 'Covid' by symptoms when these were the same as colds, allergies, other respiratory problems, and certainly with influenza which 'disappeared' in the 'Covid' era. A common sniffle was enough to get the dreaded verdict. Ontario authorities decreed that a single care home resident with *one* symptom from a long list must lead to the isolation of the entire home. Other courageous doctors like Jensen made the same point about death figure manipulation and how deaths by other causes were falling while 'Covid-19 deaths' were rising at the same rate due to re-diagnosis. Their videos rarely survive long on YouTube with its Cult-supporting algorithms courtesy of CEO Susan Wojcicki and her bosses at Google. Figure-tampering was so glaring

and ubiquitous that even officials were letting it slip or outright saying it. UK chief scientific adviser Patrick Vallance said on one occasion that 'Covid' on the death certificate doesn't mean 'Covid' was the cause of death (so why the hell is it there?) and we had the rare sight of a BBC reporter telling the truth when she said: 'Someone could be successfully treated for Covid, in say April, discharged, and then in June, get run over by a bus and die … That person would still be counted as a Covid death in England.' Yet the BBC and the rest of the world media went on repeating the case and death figures as if they were real. Illinois Public Health Director Dr Ngozi Ezike revealed the deceit while her bosses must have been clenching their buttocks:

> If you were in a hospice and given a few weeks to live and you were then found to have Covid that would be counted as a Covid death. [There might be] a clear alternate cause, but it is still listed as a Covid death. So everyone listed as a Covid death doesn't mean that was the cause of the death, but that they had Covid at the time of death.

Yes, a 'Covid virus' never shown to exist and tested for with a test not testing for the 'virus'. In the first period of the pandemic hoax through the spring of 2020 the process began of designating almost everything a 'Covid' death and this has continued ever since. I sat in a restaurant one night listening to a loud conversation on the next table where a family was discussing in bewilderment how a relative who had no symptoms of 'Covid', and had died of a long-term problem, could have been diagnosed a death by the 'virus'. I could understand their bewilderment. If they read this book they will know why this medical fraud has been perpetrated the world over.

## Some media truth shock

The media ignored the evidence of death certificate fraud until eventually one columnist did speak out when she saw it first-hand. Bel Mooney is a long-time national newspaper journalist in Britain currently working for the *Daily Mail*. Her article on February 19th, 2021, carried this headline: 'My dad Ted passed three Covid tests

and died of a chronic illness yet he's officially one of Britain's 120,000 victims of the virus and is far from alone ... so how many more are there?' She told how her 99-year-old father was in a care home with a long-standing chronic obstructive pulmonary disease and vascular dementia. Maybe, but he was still aware enough to tell her from the start that there was no 'virus' and he refused the 'vaccine' for that reason. His death was not unexpected given his chronic health problems and Mooney said she was shocked to find that 'Covid-19' was declared the cause of death on his death certificate. She said this was a 'bizarre and unacceptable untruth' for a man with long-time health problems who had tested negative twice at the home for the 'virus'. I was also shocked by this story although not by what she said. I had been highlighting the death certificate manipulation for ten months. It was the confirmation that a professional full-time journalist only realised this was going on when it affected her directly and neither did she know that whether her dad tested positive or negative was irrelevant with the test not testing for the 'virus'. Where had she been? She said she did not believe in 'conspiracy theories' without knowing I'm sure that this and 'conspiracy theorists' were terms put into widespread circulation by the CIA in the 1960s to discredit those who did not accept the ridiculous official story of the Kennedy assassination. A blanket statement of 'I don't believe in conspiracy theories' is always bizarre. The dictionary definition of the term alone means the world is drowning in conspiracies. What she said was even more daft when her dad had just been affected by the 'Covid' conspiracy. Why else does she think that 'Covid-19' was going on the death certificates of people who died of something else?

To be fair once she saw from personal experience what was happening she didn't mince words. Mooney was called by the care home on the morning of February 9th to be told her father had died in his sleep. When she asked for the official cause of death what came back was 'Covid-19'. Mooney challenged this and was told there had been deaths from Covid on the dementia floor (confirmed by a test not testing for the 'virus') so they considered it 'reasonable

to assume'. 'But doctor,' Mooney rightly protested, 'an assumption isn't a diagnosis.' She said she didn't blame the perfectly decent and sympathetic doctor – 'he was just doing his job'. Sorry, but that's *bullshit*. He wasn't doing his job at all. He was putting a false cause of death on the death certificate and that is a criminal offence for which he should be brought to account and the same with the millions of doctors worldwide who have done the same. They were not doing their job they were following orders and that must not wash at new Nuremberg trials any more than it did at the first ones. Mooney's doctor was 'assuming' (presuming) as he was told to, but 'just following orders' makes no difference to his actions. A doctor's job is to serve the patient and the truth, not follow orders, but that's what they have done all over the world and played a central part in making the 'Covid' hoax possible with all its catastrophic consequences for humanity. Shame on them and they must answer for their actions. Mooney said her disquiet worsened when she registered her father's death by telephone and was told by the registrar there had been very many other cases like hers where 'the deceased' had not tested positive for 'Covid' yet it was recorded as the cause of death. The test may not matter, but those involved at their level *think* it matters and it shows a callous disregard for accurate diagnosis. The pressure to do this is coming from the top of the national 'health' pyramids which in turn obey the World Health Organization which obeys Gates and the Cult. Mooney said the registrar agreed that this must distort the national figures adding that 'the strangest thing is that every winter we record countless deaths from flu, and this winter there have been none. Not one!' She asked if the registrar thought deaths from flu were being misdiagnosed and lumped together with 'Covid' deaths. The answer was a 'puzzled yes'. Mooney said that the funeral director said the same about 'Covid' deaths which had nothing to do with 'Covid'. They had lost count of the number of families upset by this and other funeral companies in different countries have had the same experience. Mooney wrote:

The nightly shroud-waving and shocking close-ups of pain imposed on us by the TV news bewildered and terrified the population into eager compliance with lockdowns. We were invited to 'save the NHS' and to grieve for strangers – the real-life loved ones behind those shocking death counts. Why would the public imagine what I now fear, namely that the way Covid-19 death statistics are compiled might make the numbers seem greater than they are?

Oh, just a little bit – like 100 percent.

## Do the maths

Mooney asked why a country would wish to skew its mortality figures by wrongly certifying deaths? What had been going on? Well, if you don't believe in conspiracies you will never find the answer which is that *it's a conspiracy*. She did, however, describe what she had discovered as a 'national scandal'. In reality it's a global scandal and happening everywhere. Pillars of this conspiracy were all put into place before the button was pressed with the Drosten PCR protocol and high amplifications to produce the cases and death certificate changes to secure illusory 'Covid' deaths. Mooney notes that normally two doctors were needed to certify a death, with one having to know the patient, and how the rules were changed in the spring of 2020 to allow one doctor to do this. In the same period 'Covid deaths' were decreed to be all cases where Covid-19 was put on the death certificate even without a positive test or any symptoms. Mooney asked: 'How many of the 30,851 (as of January 15) care home resident deaths with Covid-19 on the certificate (32.4 per cent of all deaths so far) were based on an assumption, like that of my father? And what has that done to our national psyche?'All of them is the answer to the first question and it has devastated and dismantled the national psyche, actually the global psyche, on a colossal scale. In the UK case and death data is compiled by organisations like Public Health England (PHE) and the Office for National Statistics (ONS). Mooney highlights the insane policy of counting a death from any cause as 'Covid-19' if this happens within 28 days of a positive test (with a test not testing for the 'virus') and she points out that ONS statistics reflect deaths 'involving Covid' 'or due to Covid' which meant in practice any

death where 'Covid-19' was mentioned on the death certificate. She described the consequences of this fraud:

Most people will accept the narrative they are fed, so panicky governments here and in Europe witnessed the harsh measures enacted in totalitarian China and jumped into lockdown. Headlines about Covid deaths tolled like the knell that would bring doomsday to us all. Fear stalked our empty streets. Politicians parroted the frankly ridiculous aim of 'zero Covid' and shut down the economy, while most British people agreed that lockdown was essential and (astonishingly to me, as a patriotic Brit) even wanted more restrictions.

For what? Lies on death certificates? Never mind the grim toll of lives ruined, suicides, schools closed, rising inequality, depression, cancelled hospital treatments, cancer patients in a torture of waiting, poverty, economic devastation, loneliness, families kept apart, and so on. How many lives have been lost as a direct result of lockdown?

She said that we could join in a national chorus of shock and horror at reaching the 120,000 death toll which was surely certain to have been totally skewed all along, but what about the human cost of lockdown justified by these 'death figures'? *The British Medical Journal* had reported a 1,493 percent increase in cases of children taken to Great Ormond Street Hospital with abusive head injuries alone and then there was the effect on families:

Perhaps the most shocking thing about all this is that families have been kept apart – and obeyed the most irrational, changing rules at the whim of government – because they believed in the statistics. They succumbed to fear, which his generation rejected in that war fought for freedom. Dad (God rest his soul) would be angry. And so am I.

Another theme to watch is that in the winter months when there are more deaths from all causes they focus on 'Covid' deaths and in the summer when the British Lung Foundation says respiratory disease plummets by 80 percent they rage on about 'cases'. Either way fascism on population is always the answer.

## Nazi eugenics in the 21st century

Elderly people in care homes have been isolated from their families month after lonely month with no contact with relatives and grandchildren who were banned from seeing them. We were told

that lockdown fascism was to 'protect the vulnerable' like elderly people. At the same time Do Not Resuscitate (DNR) orders were placed on their medical files so that if they needed resuscitation it wasn't done and 'Covid-19' went on their death certificates. Old people were not being 'protected' they were being culled – murdered in truth. DNR orders were being decreed for disabled and young people with learning difficulties or psychological problems. The UK Care Quality Commission, a non-departmental body of the Department of Health and Social Care, found that 34 percent of those working in health and social care were pressured into placing 'do not attempt cardiopulmonary resuscitation' orders on 'Covid' patients who suffered from disabilities and learning difficulties without involving the patient or their families in the decision. UK judges ruled that an elderly woman with dementia should have the DNA-manipulating 'Covid vaccine' against her son's wishes and that a man with severe learning difficulties should have the jab despite his family's objections. Never mind that many had already died. The judiciary always supports doctors and government in fascist dictatorships. They wouldn't dare do otherwise. A horrific video was posted showing fascist officers from Los Angeles police forcibly giving the 'Covid' shot to women with special needs who were screaming that they didn't want it. The same fascists are seen giving the jab to a sleeping elderly woman in a care home. This is straight out of the Nazi playbook. Hitler's Nazis committed mass murder of the mentally ill and physically disabled throughout Germany and occupied territories in the programme that became known as Aktion T4, or just T4. Sabbatian-controlled Hitler and his grotesque crazies set out to kill those they considered useless and unnecessary. The Reich Committee for the Scientific Registering of Hereditary and Congenital Illnesses registered the births of babies identified by physicians to have 'defects'. By 1941 alone more than 5,000 children were murdered by the state and it is estimated that in total the number of innocent people killed in Aktion T4 was between 275,000 and 300,000. Parents were told their children had been sent away for 'special treatment' never to return. It is rather pathetic to see claims about plans for new extermination camps being dismissed today

when the same force behind current events did precisely that 80 years ago. Margaret Sanger was a Cult operative who used 'birth control' to sanitise her programme of eugenics. Organisations she founded became what is now Planned Parenthood. Sanger proposed that 'the whole dysgenic population would have its choice of segregation or sterilization'. These included epileptics, 'feeble-minded', and prostitutes. Sanger opposed charity because it perpetuated 'human waste'. She reveals the Cult mentality and if anyone thinks that extermination camps are a 'conspiracy theory' their naivety is touching if breathtakingly stupid.

If you don't believe that doctors can act with callous disregard for their patients it is worth considering that doctors and medical staff agreed to put government-decreed DNR orders on medical files and do nothing when resuscitation is called for. I don't know what you call such people in your house. In mine they are Nazis from the Josef Mengele School of Medicine. Phenomenal numbers of old people have died worldwide from the effects of lockdown, depression, lack of treatment, the 'vaccine' (more later) and losing the will to live. A common response at the start of the manufactured pandemic was to remove old people from hospital beds and transfer them to nursing homes. The decision would result in a mass cull of elderly people in those homes through lack of treatment – *not* 'Covid'. Care home whistleblowers have told how once the 'Covid' era began doctors would not come to their homes to treat patients and they were begging for drugs like antibiotics that often never came. The most infamous example was ordered by New York governor Andrew Cuomo, brother of a moronic CNN host, who amazingly was given an Emmy Award for his handling of the 'Covid crisis' by the ridiculous Wokers that hand them out. Just how ridiculous could be seen in February, 2021, when a Department of Justice and FBI investigation began into how thousands of old people in New York died in nursing homes after being discharged from hospital to make way for 'Covid' patients on Cuomo's say-so – and how he and his staff covered up these facts. This couldn't have happened to a nicer psychopath. Even then there was a 'Covid' spin. Reports said that

thousands of old people who tested positive for 'Covid' in hospital were transferred to nursing homes to both die of 'Covid' and transmit it to others. No – they were in hospital because they were ill and the fact that they tested positive with a test not testing for the 'virus' is irrelevant. They were ill often with respiratory diseases ubiquitous in old people near the end of their lives. Their transfer out of hospital meant that their treatment stopped and many would go on to die.

## They're old. Who gives a damn?

I have exposed in the books for decades the Cult plan to cull the world's old people and even to introduce at some point what they call a 'demise pill' which at a certain age everyone would take and be out of here by law. In March, 2021, Spain legalised euthanasia and assisted suicide following the Netherlands, Belgium, Luxembourg and Canada on the Tiptoe to the demise pill. Treatment of old people by many 'care' homes has been a disgrace in the 'Covid' era. There are many, many, caring staff – I know some. There have, however, been legions of stories about callous treatment of old people and their families. Police were called when families came to take their loved ones home in the light of isolation that was killing them. They became prisoners of the state. Care home residents in insane, fascist Ontario, Canada, were not allowed to leave their *room* once the 'Covid' hoax began. UK staff have even wheeled elderly people away from windows where family members were talking with them. Oriana Criscuolo from Stockport in the English North West dropped off some things for her 80-year-old father who has Parkinson's disease and dementia and she wanted to wave to him through a ground-floor window. She was told that was 'illegal'. When she went anyway they closed the curtains in the middle of the day. Oriana said:

> It's just unbelievable. I cannot understand how care home staff – people who are being paid to care – have become so uncaring. Their behaviour is inhumane and cruel. It's beyond belief.

She was right and this was not a one-off. What a way to end your life in such loveless circumstances. UK registered nurse Nicky Millen, a proper old school nurse for 40 years, said that when she started her career care was based on dignity, choice, compassion and empathy. Now she said 'the things that are important to me have gone out of the window.' She was appalled that people were dying without their loved ones and saying goodbye on iPads. Nicky described how a distressed 89-year-old lady stroked her face and asked her 'how many paracetamol would it take to finish me off'. Life was no longer worth living while not seeing her family. Nicky said she was humiliated in front of the ward staff and patients for letting the lady stroke her face and giving her a cuddle. Such is the dehumanisation that the 'Covid' hoax has brought to the surface. Nicky worked in care homes where patients told her they were being held prisoner. 'I want to live until I die', one said to her. 'I had a lady in tears because she hadn't seen her great-grandson.' Nicky was compassionate old school meeting psychopathic New Normal. She also said she had worked on a 'Covid' ward with no 'Covid' patients. Jewish writer Shai Held wrote an article in March, 2020, which was headlined 'The Staggering, Heartless Cruelty Toward the Elderly'. What he described was happening from the earliest days of lockdown. He said 'the elderly' were considered a group and not unique individuals (the way of the Woke). Shai Held said:

Notice how the all-too-familiar rhetoric of dehumanization works: 'The elderly' are bunched together as a faceless mass, all of them considered culprits and thus effectively deserving of the suffering the pandemic will inflict upon them. Lost entirely is the fact that the elderly are individual human beings, each with a distinctive face and voice, each with hopes and dreams, memories and regrets, friendships and marriages, loves lost and loves sustained.

'The elderly' have become another dehumanised group for which anything goes and for many that has resulted in cold disregard for their rights and their life. The distinctive face that Held talks about is designed to be deleted by masks until everyone is part of a faceless mass.

## ‘War-zone’ hospitals myth

Again and again medical professionals have told me what was really going on and how hospitals ‘overrun like war zones’ according to the media were virtually empty. The mantra from medical whistleblowers was please don’t use my name or my career is over. Citizen journalists around the world sneaked into hospitals to film evidence exposing the ‘war-zone’ lie. They really *were* largely empty with closed wards and operating theatres. I met a hospital worker in my town on the Isle of Wight during the first lockdown in 2020 who said the only island hospital had never been so quiet. Lockdown was justified by the psychopaths to stop hospitals being overrun. At the same time that the island hospital was near-empty the military arrived here to provide *extra beds*. It was all propaganda to ramp up the fear to ensure compliance with fascism as were never-used temporary hospitals with thousands of beds known as Nightingales and never-used make-shift mortuaries opened by the criminal UK government. A man who helped to install those extra island beds attributed to the army said they were never used and the hospital was empty. Doctors and nurses ‘stood around talking or on their phones, wandering down to us to see what we were doing’. There were no masks or social distancing. He accused the useless local island paper, the *County Press*, of ‘pumping the fear as if our hospital was overrun and we only have one so it should have been’. He described ambulances parked up with crews outside in deck chairs. When his brother called an ambulance he was told there was a two-hour backlog which he called ‘bullshit’. An old lady on the island fell ‘and was in a bad way’, but a caller who rang for an ambulance was told the situation wasn’t urgent enough. Ambulance stations were working under capacity while people would hear ambulances with sirens blaring driving through the streets. When those living near the stations realised what was going on they would follow them as they left, circulated around an urban area with the sirens going, and then came back without stopping. All this was to increase levels of fear and the same goes for the ‘ventilator shortage crisis’ that cost tens of millions for hastily produced ventilators never to be used.

Ambulance crews that agreed to be exploited in this way for fear propaganda might find themselves a mirror. I wish them well with that. Empty hospitals were the obvious consequence of treatment and diagnoses of non-'Covid' conditions cancelled and those involved handed a death sentence. People have been dying at home from undiagnosed and untreated cancer, heart disease and other life-threatening conditions to allow empty hospitals to deal with a 'pandemic' that wasn't happening.

## Death of the innocent

'War-zones' have been laying off nursing staff, even doctors where they can. There was no work for them. Lockdown was justified by saving lives and protecting the vulnerable they were actually killing with DNR orders and preventing empty hospitals being 'overrun'. In Britain the mantra of stay at home to 'save the NHS' was everywhere and across the world the same story was being sold when it was all lies. Two California doctors, Dan Erickson and Artin Massihi at Accelerated Urgent Care in Bakersfield, held a news conference in April, 2020, to say that intensive care units in California were 'empty, essentially', with hospitals shutting floors, not treating patients and laying off doctors. The California health system was working at minimum capacity 'getting rid of doctors because we just don't have the volume'. They said that people with conditions such as heart disease and cancer were not coming to hospital out of fear of 'Covid-19'. Their video was deleted by Susan Wojcicki's Cult-owned YouTube after reaching five million views. Florida governor Ron Desantis, who rejected the severe lockdowns of other states and is being targeted for doing so, said that in March, 2020, every US governor was given models claiming they would run out of hospital beds in days. That was never going to happen and the 'modellers' knew it. Deceit can be found at every level of the system. Urgent children's operations were cancelled including fracture repairs and biopsies to spot cancer. Eric Nicholls, a consultant paediatrician, said 'this is obviously concerning and we need to return to normal operating and to increase capacity as soon as possible'. Psychopaths

in power were rather less concerned *because* they are psychopaths. Deletion of urgent care and diagnosis has been happening all over the world and how many kids and others have died as a result of the actions of these cold and heartless lunatics dictating 'health' policy? The number must be stratospheric. Richard Sullivan, professor of cancer and global health at King's College London, said people feared 'Covid' more than cancer such was the campaign of fear. 'Years of lost life will be quite dramatic', Sullivan said, with 'a huge amount of avoidable mortality'. Sarah Woolnough, executive director for policy at Cancer Research UK, said there had been a 75 percent drop in urgent referrals to hospitals by family doctors of people with suspected cancer. Sullivan said that 'a lot of services have had to scale back – we've seen a dramatic decrease in the amount of elective cancer surgery'. Lockdown deaths worldwide has been absolutely fantastic with the *New York Post* reporting how data confirmed that 'lockdowns end more lives than they save':

> There was a sharp decline in visits to emergency rooms and an increase in fatal heart attacks because patients didn't receive prompt treatment. Many fewer people were screened for cancer. Social isolation contributed to excess deaths from dementia and Alzheimer's.
>
> Researchers predicted that the social and economic upheaval would lead to tens of thousands of "deaths of despair" from drug overdoses, alcoholism and suicide. As unemployment surged and mental-health and substance-abuse treatment programs were interrupted, the reported levels of anxiety, depression and suicidal thoughts increased dramatically, as did alcohol sales and fatal drug overdoses.

This has been happening while nurses and other staff had so much time on their hands in the 'war-zones' that Tic-Tok dancing videos began appearing across the Internet with medical staff dancing around in empty wards and corridors as people died at home from causes that would normally have been treated in hospital.

## Mentions in dispatches

One brave and truth-committed whistleblower was Louise Hampton, a call handler with the UK NHS who made a viral Internet video saying she had done 'fuck all' during the 'pandemic'

which was 'a load of bollocks'. She said that 'Covid-19' was rebranded flu and of course she lost her job. This is what happens in the medical and endless other professions now when you tell the truth. Louise filmed inside 'war-zone' accident and emergency departments to show they were empty and I mean *empty* as in no one there. The mainstream media could have done the same and blown the gaff on the whole conspiracy. They haven't to their eternal shame. Not that most 'journalists' seem capable of manifesting shame as with the psychopaths they slavishly repeat without question. The relative few who were admitted with serious health problems were left to die alone with no loved ones allowed to see them because of 'Covid' rules and they included kids dying without the comfort of mum and dad at their bedside while the evil behind this couldn't give a damn. It was all good fun to them. A Scottish NHS staff nurse publicly quit in the spring of 2021 saying: 'I can no longer be part of the lies and the corruption by the government.' She said hospitals 'aren't full, the beds aren't full, beds have been shut, wards have been shut'. Hospitals were never busy throughout 'Covid'. The staff nurse said that Nicola Sturgeon, tragically the leader of the Scottish government, was on television saying save the hospitals and the NHS – 'but the beds are empty' and 'we've not seen flu, we always see flu every year'. She wrote to government and spoke with her union Unison (the unions are Cult-compromised and *useless*, but nothing changed. Many of her colleagues were scared of losing their jobs if they spoke out as they wanted to. She said nursing staff were being affected by wearing masks all day and 'my head is splitting every shift from wearing a mask'. The NHS is part of the fascist tyranny and must be dismantled so we can start again with human beings in charge. (Ironically, hospitals were reported to be busier again when official 'Covid' cases *fell* in spring/summer of 2021 and many other conditions required treatment at the same time as *the fake vaccine rollout*.)

I will cover the 'Covid vaccine' scam in detail later, but it is another indicator of the sickening disregard for human life that I am highlighting here. The DNA-manipulating concoctions do not fulfil

the definition of a 'vaccine', have never been used on humans before and were given only emergency approval because trials were not completed and they continued using the unknowing public. The result was what a NHS senior nurse with responsibility for 'vaccine' procedure said was 'genocide'. She said the 'vaccines' were not 'vaccines'. They had not been shown to be safe and claims about their effectiveness by drug companies were 'poetic licence'. She described what was happening as a 'horrid act of human annihilation'. The nurse said that management had instigated a policy of not providing a Patient Information Leaflet (PIL) before people were 'vaccinated' even though health care professionals are supposed to do this according to protocol. Patients should also be told that they are taking part in an ongoing clinical trial. Her challenges to what is happening had seen her excluded from meetings and ridiculed in others. She said she was told to 'watch my step … or I would find myself surplus to requirements'. The nurse, who spoke anonymously in fear of her career, said she asked her NHS manager why he/she was content with taking part in genocide against those having the 'vaccines'. The reply was that everyone had to play their part and to 'put up, shut up, and get it done'. Government was 'leaning heavily' on NHS management which was clearly leaning heavily on staff. This is how the global 'medical' hierarchy operates and it starts with the Cult and its World Health Organization.

She told the story of a doctor who had the Pfizer jab and when questioned had no idea what was in it. The doctor had never read the literature. We have to stop treating doctors as intellectual giants when so many are moral and medical pygmies. The doctor did not even know that the 'vaccines' were not fully approved or that their trials were ongoing. They were, however, asking their patients if they minded taking part in follow-ups for research purposes – yes, the *ongoing clinical trial*. The nurse said the doctor's ignorance was not rare and she had spoken to a hospital consultant who had the jab without any idea of the background or that the 'trials' had not been completed. Nurses and pharmacists had shown the same ignorance.

'My NHS colleagues have forsaken their duty of care, broken their code of conduct – Hippocratic Oath – and have been brainwashed just the same as the majority of the UK public through propaganda …' She said she had not been able to recruit a single NHS colleague, doctor, nurse or pharmacist to stand with her and speak out. Her union had refused to help. She said that if the genocide came to light she would not hesitate to give evidence at a Nuremberg-type trial against those in power who could have affected the outcomes but didn't.

## And all for what?

To put the nonsense into perspective let's say the 'virus' does exist and let's go completely crazy and accept that the official manipulated figures for cases and deaths are accurate. *Even then* a study by Stanford University epidemiologist Dr John Ioannidis published on the World Health Organization website produced an average infection to fatality rate of … *0.23 percent!* Ioannidis said: 'If one could sample equally from all locations globally, the median infection fatality rate might even be substantially lower than the 0.23% observed in my analysis.' For healthy people under 70 it was … *0.05 percent*! This compares with the 3.4 percent claimed by the Cult-owned World Health Organization when the hoax was first played and maximum fear needed to be generated. An updated Stanford study in April, 2021, put the 'infection' to 'fatality' rate at just 0.15 percent. Another team of scientists led by Megan O'Driscoll and Henrik Salje studied data from 45 countries and published their findings on the Nature website. For children and young people the figure is so small it virtually does not register although authorities will be hyping dangers to the young when they introduce DNA-manipulating 'vaccines' for children. The O'Driscoll study produced an average infection-fatality figure of 0.003 for children from birth to four; 0.001 for 5 to 14; 0.003 for 15 to 19; and it was still only 0.456 up to 64. To claim that children must be 'vaccinated' to protect them from 'Covid' is an obvious lie and so there must be another reason and there is. What's more the average age of a 'Covid' death is akin

to the average age that people die in general. The average age of death in England is about 80 for men and 83 for women. The average age of death from alleged 'Covid' is between 82 and 83. California doctors, Dan Erickson and Artin Massihi, said at their April media conference that projection models of millions of deaths had been 'woefully inaccurate'. They produced detailed figures showing that Californians had a 0.03 chance of dying from 'Covid' based on the number of people who tested positive (with a test not testing for the 'virus'). Erickson said there was a 0.1 percent chance of dying from 'Covid' in the *state* of New York, not just the city, and a 0.05 percent chance in Spain, a centre of 'Covid-19' hysteria at one stage. The Stanford studies supported the doctors' data with fatality rate estimates of 0.23 and 0.15 percent. How close are these figures to my estimate of *zero*? Death-rate figures claimed by the World Health Organization at the start of the hoax were some 15 times higher. The California doctors said there was no justification for lockdowns and the economic devastation they caused. Everything they had ever learned about quarantine was that you quarantine the *sick* and not the healthy. They had never seen this before and it made no medical sense.

Why in the in the light of all this would governments and medical systems the world over say that billions must go under house arrest; lose their livelihood; in many cases lose their mind, their health and their life; force people to wear masks dangerous to health and psychology; make human interaction and even family interaction a criminal offence; ban travel; close restaurants, bars, watching live sport, concerts, theatre, and any activity involving human togetherness and discourse; and closing schools to isolate children from their friends and cause many to commit suicide in acts of hopelessness and despair? The California doctors said lockdown consequences included increased child abuse, partner abuse, alcoholism, depression, and other impacts they were seeing every day. Who would do that to the entire human race if not mentally-ill psychopaths of almost unimaginable extremes like Bill Gates? We must face the reality of what we are dealing with and come out of

denial. Fascism and tyranny are made possible only by the target population submitting and acquiescing to fascism and tyranny. The whole of human history shows that to be true. Most people naively and unquestioning believed what they were told about a 'deadly virus' and meekly and weakly submitted to house arrest. Those who didn't believe it – at least in total – still submitted in fear of the consequences of not doing so. For the rest who wouldn't submit draconian fines have been imposed, brutal policing by psychopaths *for* psychopaths, and condemnation from the meek and weak who condemn the Pushbackers on behalf of the very force that has them, too, in its gunsights. 'Pathetic' does not even begin to suffice. Britain's brainless 'Health' Secretary Matt Hancock warned anyone lying to border officials about returning from a list of 'hotspot' countries could face a jail sentence of up to ten years which is more than for racially-aggravated assault, incest and attempting to have sex with a child under 13. Hancock is a lunatic, but he has the state apparatus behind him in a Cult-led chain reaction and the same with UK 'Vaccine Minister' Nadhim Zahawi, a prominent member of the mega-Cult secret society, Le Cercle, which featured in my earlier books. The Cult enforces its will on governments and medical systems; government and medical systems enforce their will on business and police; business enforces its will on staff who enforce it on customers; police enforce the will of the Cult on the population and play their essential part in creating a world of fascist control that their own children and grandchildren will have to live in their entire lives. It is a hierarchical pyramid of imposition and acquiescence and, yes indeedy, of clinical insanity.

Does anyone bright enough to read this book have to ask what the answer is? I think not, but I will reveal it anyway in the fewest of syllables: Tell the psychos and their moronic lackeys to fuck off and let's get on with our lives. We are many – They are few.

## CHAPTER SEVEN

# War on your mind

***One believes things because one has been conditioned to believe them***
**Aldous Huxley, *Brave New World***

I have described the 'Covid' hoax as a 'Psyop' and that is true in every sense and on every level in accordance with the definition of that term which is psychological warfare. Break down the 'Covid pandemic' to the foundation themes and it is psychological warfare on the human individual and collective mind.

The same can be said for the entire human belief system involving every subject you can imagine. Huxley was right in his contention that people believe what they are conditioned to believe and this comes from the repetition throughout their lives of the same falsehoods. They spew from government, corporations, media and endless streams of 'experts' telling you what the Cult wants you to believe and often believing it themselves (although *far* from always). 'Experts' are rewarded with 'prestigious' jobs and titles and as agents of perceptual programming with regular access to the media. The Cult has to control the narrative – control *information* – or they lose control of the vital, crucial, without-which-they-cannot-prevail public perception of reality. The foundation of that control today is the Internet made possible by the Defense Advanced Research Projects Agency (DARPA), the incredibly sinister technological arm of the Pentagon. The Internet is the result of military technology.

DARPA openly brags about establishing the Internet which has been a long-term project to lasso the minds of the global population. I have said for decades the plan is to control information to such an extreme that eventually no one would see or hear anything that the Cult does not approve. We are closing in on that end with ferocious censorship since the 'Covid' hoax began and in my case it started back in the 1990s in terms of books and speaking venues. I had to create my own publishing company in 1995 precisely because no one else would publish my books even then. I think they're all still running.

## Cult Internet

To secure total control of information they needed the Internet in which pre-programmed algorithms can seek out 'unclean' content for deletion and even stop it being posted in the first place. The Cult had to dismantle print and non-Internet broadcast media to ensure the transfer of information to the appropriate-named 'Web' – a critical expression of the *Cult* web. We've seen the ever-quickening demise of traditional media and control of what is left by a tiny number of corporations operating worldwide. Independent journalism in the mainstream is already dead and never was that more obvious than since the turn of 2020. The Cult wants all information communicated via the Internet to globally censor and allow the plug to be pulled any time. Lockdowns and forced isolation has meant that communication between people has been through electronic means and no longer through face-to-face discourse and discussion. Cult psychopaths have targeted the bars, restaurants, sport, venues and meeting places in general for this reason. None of this is by chance and it's to stop people gathering in any kind of privacy or number while being able to track and monitor all Internet communications and block them as necessary. Even private messages between individuals have been censored by these fascists that control Cult fronts like Facebook, Twitter, Google and YouTube which are all officially run by Sabbatian place-people and from the background by higher-level Sabbatian place people.

Facebook, Google, Amazon and their like were seed-funded and supported into existence with money-no-object infusions of funds either directly or indirectly from DARPA and CIA technology arm In-Q-Tel. The Cult plays the long game and prepares very carefully for big plays like 'Covid'. Amazon is another front in the psychological war and pretty much controls the global market in book sales and increasingly publishing. Amazon's limitless funds have deleted fantastic numbers of independent publishers to seize global domination on the way to deciding which books can be sold and circulated and which cannot. Moves in that direction are already happening. Amazon's leading light Jeff Bezos is the grandson of Lawrence Preston Gise who worked with DARPA predecessor ARPA. Amazon has big connections to the CIA and the Pentagon. The plan I have long described went like this:

1. Employ military technology to establish the Internet.

2. Sell the Internet as a place where people can freely communicate without censorship and allow that to happen until the Net becomes the central and irreversible pillar of human society. If the Internet had been highly censored from the start many would have rejected it.

3. Fund and manipulate major corporations into being to control the circulation of information on your Internet using cover stories about geeks in garages to explain how they came about. Give them unlimited funds to expand rapidly with no need to make a profit for years while non-Cult companies who need to balance the books cannot compete. You know that in these circumstances your Googles, YouTubes, Facebooks and Amazons are going to secure near monopolies by either crushing or buying up the opposition.

4. Allow freedom of expression on both the Internet and communication platforms to draw people in until the Internet is the central and irreversible pillar of human society and your communication corporations have reached a stage of near monopoly domination.

5. Then unleash your always-planned frenzy of censorship on the basis of 'where else are you going to go?' and continue to expand that until nothing remains that the Cult does not want its human targets to see.

The process was timed to hit the 'Covid' hoax to ensure the best chance possible of controlling the narrative which they knew they had to do at all costs. They were, after all, about to unleash a 'deadly virus' that didn't really exist. If you do that in an environment of free-flowing information and opinion you would be dead in the

water before you could say Gates is a psychopath. The network was in place through which the Cult-created-and-owned World Health Organization could dictate the 'Covid' narrative and response policy slavishly supported by Cult-owned Internet communication giants and mainstream media while those telling a different story were censored. Google, YouTube, Facebook and Twitter openly announced that they would do this. What else would we expect from Cult-owned operations like Facebook which former executives have confirmed set out to make the platform more addictive than cigarettes and coldly manipulates emotions of its users to sow division between people and groups and scramble the minds of the young? If Zuckerberg lives out the rest of his life without going to jail for crimes against humanity, and most emphatically against the young, it will be a travesty of justice. Still, no matter, cause and effect will catch up with him eventually and the same with Sergey Brin and Larry Page at Google with its CEO Sundar Pichai who fix the Google search results to promote Cult narratives and hide the opposition. Put the same key words into Google and other search engines like DuckDuckGo and you will see how different results can be. Wikipedia is another intensely biased 'encyclopaedia' which skews its content to the Cult agenda. YouTube links to Wikipedia's version of 'Covid' and 'climate change' on video pages in which experts in their field offer a different opinion (even that is increasingly rare with Wojcicki censorship). Into this 'Covid' silence-them network must be added government media censors, sorry 'regulators', such as Ofcom in the UK which imposed tyrannical restrictions on British broadcasters that had the effect of banning me from ever appearing. Just to debate with me about my evidence and views on 'Covid' would mean breaking the fascistic impositions of Ofcom and its CEO career government bureaucrat Melanie Dawes. Gutless British broadcasters tremble at the very thought of fascist Ofcom.

## Psychos behind 'Covid'

The reason for the 'Covid' catastrophe in all its facets and forms can be seen by whom and what is driving the policies worldwide in such a coordinated way. Decisions are not being made to protect health, but to target psychology. The dominant group guiding and 'advising' government policy are not medical professionals. They are psychologists and behavioural scientists. Every major country has its own version of this phenomenon and I'll use the British example to show how it works. In many ways the British version has been affecting the wider world in the form of the huge behaviour manipulation network in the UK which operates in other countries. The network involves private companies, government, intelligence and military. The Cabinet Office is at the centre of the government 'Covid' Psyop and part-owns, with 'innovation charity' Nesta, the Behavioural Insights Team (BIT) which claims to be independent of government but patently isn't. The BIT was established in 2010 and its job is to manipulate the psyche of the population to acquiesce to government demands and so much more. It is also known as the 'Nudge Unit', a name inspired by the 2009 book by two ultra-Zionists, Cass Sunstein and Richard Thaler, called *Nudge: Improving Decisions About Health, Wealth, and Happiness*. The book, as with the Behavioural Insights Team, seeks to 'nudge' behaviour (manipulate it) to make the public follow patterns of action and perception that suit those in authority (the Cult). Sunstein is so skilled at this that he advises the World Health Organization and the UK Behavioural Insights Team and was Administrator of the White House Office of Information and Regulatory Affairs in the Obama administration. Biden appointed him to the Department of Homeland Security – another ultra-Zionist in the fold to oversee new immigration laws which is another policy the Cult wants to control. Sunstein is desperate to silence anyone exposing conspiracies and co-authored a 2008 report on the subject in which suggestions were offered to ban 'conspiracy theorizing' or impose 'some kind of tax, financial or otherwise, on those who disseminate such theories'. I guess a psychiatrist's chair is out of the question?

Sunstein's mate Richard Thaler, an 'academic affiliate' of the UK Behavioural Insights Team, is a proponent of 'behavioural economics' which is defined as the study of 'the effects of psychological, cognitive, emotional, cultural and social factors on the decisions of individuals and institutions'. Study the effects so they can be manipulated to be what you want them to be. Other leading names in the development of behavioural economics are ultra-Zionists Daniel Kahneman and Robert J. Shiller and they, with Thaler, won the Nobel Memorial Prize in Economic Sciences for their work in this field. The Behavioural Insights Team is operating at the heart of the UK government and has expanded globally through partnerships with several universities including Harvard, Oxford, Cambridge, University College London (UCL) and Pennsylvania. They claim to have 'trained' (reframed) 20,000 civil servants and run more than 750 projects involving 400 randomised controlled trials in dozens of countries' as another version of mind reframers Common Purpose. BIT works from its office in New York with cities and their agencies, as well as other partners, across the United States and Canada – this is a company part-owned by the British government Cabinet Office. An executive order by President Cult-servant Obama established a US Social and Behavioral Sciences Team in 2015. They all have the same reason for being and that's to brainwash the population directly and by brainwashing those in positions of authority.

## 'Covid' mind game

Another prime aspect of the UK mind-control network is the 'independent' [joke] Scientific Pandemic Insights Group on Behaviours (SPI-B) which 'provides behavioural science advice aimed at anticipating and helping people adhere to interventions that are recommended by medical or epidemiological experts'. That means manipulating public perception and behaviour to do whatever government tells them to do. It's disgusting and if they really want the public to be 'safe' this lot should all be under lock and key. According to the government website SPI-B consists of

'behavioural scientists, health and social psychologists, anthropologists and historians' and advises the Whitty-Vallance-led Scientific Advisory Group for Emergencies (SAGE) which in turn advises the government on 'the science' (it doesn't) and 'Covid' policy. When politicians say they are being guided by 'the science' this is the rabble in each country they are talking about and that 'science' is dominated by behaviour manipulators to enforce government fascism through public compliance. The Behaviour Insight Team is headed by psychologist David Solomon Halpern, a visiting professor at King's College London, and connects with a national and global web of other civilian and military organisations as the Cult moves towards its goal of fusing them into one fascistic whole in every country through its 'Fusion Doctrine'. The behaviour manipulation network involves, but is not confined to, the Foreign Office; National Security Council; government communications headquarters (GCHQ); MI5; MI6; the Cabinet Office-based Media Monitoring Unit; and the Rapid Response Unit which 'monitors digital trends to spot emerging issues; including misinformation and disinformation; and identifies the best way to respond'.

There is also the 77th Brigade of the UK military which operates like the notorious Israeli military's Unit 8200 in manipulating information and discussion on the Internet by posing as members of the public to promote the narrative and discredit those who challenge it. Here we have the military seeking to manipulate *domestic* public opinion while the Nazis in government are fine with that. Conservative Member of Parliament Tobias Ellwood, an advocate of lockdown and control through 'vaccine passports', is a Lieutenant Colonel reservist in the 77th Brigade which connects with the military operation jHub, the 'innovation centre' for the Ministry of Defence and Strategic Command. jHub has also been involved with the civilian National Health Service (NHS) in 'symptom tracing' the population. The NHS is a key part of this mind control network and produced a document in December, 2020, explaining to staff how to use psychological manipulation with different groups and ages to get them to have the DNA-manipulating 'Covid vaccine'

that's designed to cumulatively rewrite human genetics. The document, called 'Optimising Vaccination Roll Out – Do's and Dont's for all messaging, documents and "communications" in the widest sense', was published by NHS England and the NHS Improvement *Behaviour Change Unit* in partnership with Public Health England and Warwick Business School. I hear the mantra about 'save the NHS' and 'protect the NHS' when we need to scrap the NHS and start again. The current version is far too corrupt, far too anti-human and totally compromised by Cult operatives and their assets. UK government broadcast media censor Ofcom will connect into this web – as will the BBC with its tremendous Ofcom influence – to control what the public see and hear and dictate mass perception. Nuremberg trials must include personnel from all these organisations.

## The fear factor

The 'Covid' hoax has led to the creation of the UK Cabinet Office-connected Joint Biosecurity Centre (JBC) which is officially described as providing 'expert advice on pandemics' using its independent [all Cult operations are 'independent'] analytical function to provide real-time analysis about infection outbreaks to identify and respond to outbreaks of Covid-19'. Another role is to advise the government on a response to spikes in infections – 'for example by closing schools or workplaces in local areas where infection levels have risen'. Put another way, promoting the Cult agenda. The Joint Biosecurity Centre is modelled on the Joint Terrorism Analysis Centre which analyses intelligence to set 'terrorism threat levels' and here again you see the fusion of civilian and military operations and intelligence that has led to military intelligence producing documents about 'vaccine hesitancy' and how it can be combated. Domestic civilian matters and opinions should not be the business of the military. The Joint Biosecurity Centre is headed by Tom Hurd, director general of the Office for Security and Counter-Terrorism from the establishment-to-its-fingertips Hurd family. His father is former Foreign Secretary Douglas Hurd. How coincidental that Tom

Hurd went to the elite Eton College and Oxford University with Boris Johnson. Imperial College with its ridiculous computer modeller Neil Ferguson will connect with this gigantic web that will itself interconnect with similar set-ups in other major and not so major countries. Compared with this Cult network the politicians, be they Boris Johnson, Donald Trump or Joe Biden, are bit-part players 'following the science'. The network of psychologists was on the 'Covid' case from the start with the aim of generating maximum fear of the 'virus' to ensure compliance by the population. A government behavioural science group known as SPI-B produced a paper in March, 2020, for discussion by the main government science advisory group known as SAGE. It was headed 'Options for increasing adherence to social distancing measures' and it said the following in a section headed 'Persuasion':

- A substantial number of people still do not feel sufficiently personally threatened; it could be that they are reassured by the low death rate in their demographic group, although levels of concern may be rising. Having a good understanding of the risk has been found to be positively associated with adoption of COVID-19 social distancing measures in Hong Kong.

- The perceived level of personal threat needs to be increased among those who are complacent, using hard-hitting evaluation of options for increasing social distancing emotional messaging. To be effective this must also empower people by making clear the actions they can take to reduce the threat.

- Responsibility to others: There seems to be insufficient understanding of, or feelings of responsibility about, people's role in transmitting the infection to others … Messaging about actions need to be framed positively in terms of protecting oneself and the community, and increase confidence that they will be effective.

- Some people will be more persuaded by appeals to play by the rules, some by duty to the community, and some to personal risk.

> All these different approaches are needed. The messaging also needs to take account of the realities of different people's lives. Messaging needs to take account of the different motivational levers and circumstances of different people.

All this could be achieved the SPI-B psychologists said by *using the media to increase the sense of personal threat* which translates as terrify the shit out of the population, including children, so they all do what we want. That's not happened has it? Those excuses for 'journalists' who wouldn't know journalism if it bit them on the arse (the great majority) have played their crucial part in serving this Cult-government Psyop to enslave their own kids and grandkids. How they live with themselves I have no idea. The psychological war has been underpinned by constant government 'Covid' propaganda in almost every television and radio ad break, plus the Internet and print media, which has pounded out the fear with taxpayers footing the bill for their own programming. The result has been people terrified of a 'virus' that doesn't exist or one with a tiny fatality rate even if you believe it does. People walk down the street and around the shops wearing face-nappies damaging their health and psychology while others report those who refuse to be that naïve to the police who turn up in their own face-nappies. I had a cameraman come to my flat and he was so frightened of 'Covid' he came in wearing a mask and refused to shake my hand in case he caught something. He had – naïveitis – and the thought that he worked in the mainstream media was both depressing and made his behaviour perfectly explainable. The fear which has gripped the minds of so many and frozen them into compliance has been carefully cultivated by these psychologists who are really psychopaths. If lives get destroyed and a lot of young people commit suicide it shows our plan is working. SPI-B then turned to compulsion on the public to comply. 'With adequate preparation, rapid change can be achieved', it said. Some countries had introduced mandatory self-isolation on a wide scale without evidence of major public unrest and a large majority of the UK's population appeared to be supportive of more coercive measures with 64 percent of adults saying they would

support putting London under a lockdown (watch the 'polls' which are designed to make people believe that public opinion is in favour or against whatever the subject in hand).

For 'aggressive protective measures' to be effective, the SPI-B paper said, special attention should be devoted to those population groups that are more at risk. Translated from the Orwellian this means making the rest of population feel guilty for not protecting the 'vulnerable' such as old people which the Cult and its agencies were about to kill on an industrial scale with lockdown, lack of treatment and the Gates 'vaccine'. Psychopath psychologists sold their guilt-trip so comprehensively that Los Angeles County Supervisor Hilda Solis reported that children were apologising (from a distance) to their parents and grandparents for bringing 'Covid' into their homes and getting them sick. '… These apologies are just some of the last words that loved ones will ever hear as they die alone,' she said. Gut-wrenchingly Solis then used this childhood tragedy to tell children to stay at home and 'keep your loved ones alive'. Imagine heaping such potentially life-long guilt on a kid when it has absolutely nothing to do with them. These people are deeply disturbed and the psychologists behind this even more so.

## Uncivil war – divide and rule

Professional mind-controllers at SPI-B wanted the media to increase a sense of responsibility to others (do as you're told) and promote 'positive messaging' for those actions while in contrast to invoke 'social disapproval' by the unquestioning, obedient, community of anyone with a mind of their own. Again the compliant Goebbels-like media obliged. This is an old, old, trick employed by tyrannies the world over throughout human history. You get the target population to keep the target population in line – *your* line. SPI-B said this could 'play an important role in preventing anti-social behaviour or discouraging failure to enact pro-social behaviour'. For 'anti-social' in the Orwellian parlance of SPI-B see any behaviour that government doesn't approve. SPI-B recommendations said that 'social disapproval' should be accompanied by clear messaging and

promotion of strong collective identity – hence the government and celebrity mantra of 'we're all in this together'. Sure we are. The mind doctors have such contempt for their targets that they think some clueless comedian, actor or singer telling them to do what the government wants will be enough to win them over. We have had UK comedian Lenny Henry, actor Michael Caine and singer Elton John wheeled out to serve the propagandists by urging people to have the DNA-manipulating 'Covid' non-'vaccine'. The role of Henry and fellow black celebrities in seeking to coax a 'vaccine' reluctant black community into doing the government's will was especially stomach-turning. An emotion-manipulating script and carefully edited video featuring these black 'celebs' was such an insult to the intelligence of black people and where's the self-respect of those involved selling their souls to a fascist government agenda? Henry said he heard black people's 'legitimate worries and concerns', but people must 'trust the facts' when they were doing exactly that by not having the 'vaccine'. They had to include the obligatory reference to Black Lives Matter with the line … 'Don't let coronavirus cost even more black lives – because we matter'. My god, it was pathetic. 'I know the vaccine is safe and what it does.' How? 'I'm a comedian and it says so in my script.'

SPI-B said social disapproval needed to be carefully managed to avoid victimisation, scapegoating and misdirected criticism, but they knew that their 'recommendations' would lead to exactly that and the media were specifically used to stir-up the divide-and-conquer hostility. Those who conform like good little baa, baas, are praised while those who have seen through the tidal wave of lies are 'Covidiots'. The awake have been abused by the fast asleep for not conforming to fascism and impositions that the awake know are designed to endanger their health, dehumanise them, and tear asunder the very fabric of human society. We have had the curtain-twitchers and morons reporting neighbours and others to the face-nappied police for breaking 'Covid rules' with fascist police delighting in posting links and phone numbers where this could be done. The Cult cannot impose its will without a compliant police

and military or a compliant population willing to play their part in enslaving themselves and their kids. The words of a pastor in Nazi Germany are so appropriate today:

First they came for the socialists and I did not speak out because I was not a socialist.

Then they came for the trade unionists and I did not speak out because I was not a trade unionist.

Then they came for the Jews and I did not speak out because I was not a Jew.

Then they came for me and there was no one left to speak for me.

Those who don't learn from history are destined to repeat it and so many are.

## 'Covid' rules: Rewiring the mind

With the background laid out to this gigantic national and global web of psychological manipulation we can put 'Covid' rules into a clear and sinister perspective. Forget the claims about protecting health. 'Covid' rules are about dismantling the human mind, breaking the human spirit, destroying self-respect, and then putting Humpty Dumpty together again as a servile, submissive slave. Social isolation through lockdown and distancing have devastating effects on the human psyche as the psychological psychopaths well know and that's the real reason for them. Humans need contact with each other, discourse, closeness and touch, or they eventually, and literarily, go crazy. Masks, which I will address at some length, fundamentally add to the effects of isolation and the Cult agenda to dehumanise and de-individualise the population. To do this while knowing – in fact *seeking* – this outcome is the very epitome of evil and psychologists involved in this *are* the epitome of evil. They must like all the rest of the Cult demons and their assets stand trial for crimes against humanity on a scale that defies the imagination. Psychopaths in uniform use isolation to break enemy troops and agents and make them subservient and submissive to tell what they know. The technique is rightly considered a form of torture and

torture is most certainly what has been imposed on the human population.

Clinically-insane American psychologist Harry Harlow became famous for his isolation experiments in the 1950s in which he separated baby monkeys from their mothers and imprisoned them for months on end in a metal container or 'pit of despair'. They soon began to show mental distress and depression as any idiot could have predicted. Harlow put other monkeys in steel chambers for three, six or twelve months while denying them any contact with animals or humans. He said that the effects of total social isolation for six months were 'so devastating and debilitating that we had assumed initially that twelve months of isolation would not produce any additional decrement'; but twelve months of isolation 'almost obliterated the animals socially'. This is what the Cult and its psychopaths are doing to you and your children. Even monkeys in partial isolation in which they were not allowed to form relationships with other monkeys became 'aggressive and hostile, not only to others, but also towards their own bodies'. We have seen this in the young as a consequence of lockdown. UK government psychopaths launched a public relations campaign telling people not to hug each other even after they received the 'Covid-19 vaccine' which we were told with more lies would allow a return to 'normal life'. A government source told *The Telegraph*: 'It will be along the lines that it is great that you have been vaccinated, but if you are going to visit your family and hug your grandchildren there is a chance you are going to infect people you love.' The source was apparently speaking from a secure psychiatric facility. Janet Lord, director of Birmingham University's Institute of Inflammation and Ageing, said that parents and grandparents should avoid hugging their children. Well, how can I put it, Ms Lord? Fuck off. Yep, that'll do.

## Destroying the kids – where are the parents?

Observe what has happened to people enslaved and isolated by lockdown as suicide and self-harm has soared worldwide,

particularly among the young denied the freedom to associate with their friends. A study of 49,000 people in English-speaking countries concluded that almost half of young adults are at clinical risk of mental health disorders. A national survey in America of 1,000 currently enrolled high school and college students found that 5 percent reported attempting suicide during the pandemic. Data from the US CDC's National Syndromic Surveillance Program from January 1st to October 17th, 2020, revealed a *31 percent* increase in mental health issues among adolescents aged 12 to 17 compared with 2019. The CDC reported that America in general suffered the biggest drop in life expectancy since World War Two as it fell by a year in the first half of 2020 as a result of 'deaths of despair' – overdoses and suicides. Deaths of despair have leapt by more than 20 percent during lockdown and include the highest number of fatal overdoses ever recorded in a single year – 81,000. Internet addiction is another consequence of being isolated at home which lowers interest in physical activities as kids fall into inertia and what's the point? Children and young people are losing hope and giving up on life, sometimes literally. A 14-year-old boy killed himself in Maryland because he had 'given up' when his school district didn't reopen; an 11-year-old boy shot himself during a zoom class; a teenager in Maine succumbed to the isolation of the 'pandemic' when he ended his life after experiencing a disrupted senior year at school. Children as young as nine have taken their life and all these stories can be repeated around the world. Careers are being destroyed before they start and that includes those in sport in which promising youngsters have not been able to take part. The plan of the psycho-psychologists is working all right. Researchers at Cambridge University found that lockdowns cause significant harm to children's mental health. Their study was published in the *Archives of Disease in Childhood*, and followed 168 children aged between 7 and 11. The researchers concluded:

> During the UK lockdown, children's depression symptoms have increased substantially, relative to before lockdown. The scale of this effect has direct relevance for the continuation of different elements of lockdown policy, such as complete or partial school closures …

… Specifically, we observed a statistically significant increase in ratings of depression, with a medium-to-large effect size. Our findings emphasise the need to incorporate the potential impact of lockdown on child mental health in planning the ongoing response to the global pandemic and the recovery from it.

Not a chance when the Cult's psycho-psychologists were getting exactly what they wanted. The UK's Royal College of Paediatrics and Child Health has urged parents to look for signs of eating disorders in children and young people after a three to four fold increase. Specialists say the 'pandemic' is a major reason behind the rise. You don't say. The College said isolation from friends during school closures, exam cancellations, loss of extra-curricular activities like sport, and an increased use of social media were all contributory factors along with fears about the virus (psycho-psychologists again), family finances, and students being forced to quarantine. Doctors said young people were becoming severely ill by the time they were seen with 'Covid' regulations reducing face-to-face consultations. Nor is it only the young that have been devastated by the psychopaths. Like all bullies and cowards the Cult is targeting the young, elderly, weak and infirm. A typical story was told by a British lady called Lynn Parker who was not allowed to visit her husband in 2020 for the last ten and half months of his life 'when he needed me most' between March 20th and when he died on December 19th. This vacates the criminal and enters the territory of evil. The emotional impact on the immune system alone is immense as are the number of people of all ages worldwide who have died as a result of Cult-demanded, Gates-demanded, lockdowns.

## Isolation is torture

The experience of imposing solitary confinement on millions of prisoners around the world has shown how a large percentage become 'actively psychotic and/or acutely suicidal'. Social isolation has been found to trigger 'a specific psychiatric syndrome, characterized by hallucinations; panic attacks; overt paranoia; diminished impulse control; hypersensitivity to external stimuli; and difficulties with thinking, concentration and memory'. Juan Mendez,

a United Nations rapporteur (investigator), said that isolation is a form of torture. Research has shown that even after isolation prisoners find it far more difficult to make social connections and I remember chatting to a shop assistant after one lockdown who told me that when her young son met another child again he had no idea how to act or what to do. Hannah Flanagan, Director of Emergency Services at Journey Mental Health Center in Dane County, Wisconsin, said: 'The specificity about Covid social distancing and isolation that we've come across as contributing factors to the suicides are really new to us this year.' But they are not new to those that devised them. They are getting the effect they want as the population is psychologically dismantled to be rebuilt in a totally different way. Children and the young are particularly targeted. They will be the adults when the full-on fascist AI-controlled technocracy is planned to be imposed and they are being prepared to meekly submit. At the same time older people who still have a memory of what life was like before – and how fascist the new normal really is – are being deleted. You are going to see efforts to turn the young against the old to support this geriatric genocide. Hannah Flanagan said the big increase in suicide in her county proved that social isolation is not only harmful, but deadly. Studies have shown that isolation from others is one of the main risk factors in suicide and even more so with women. Warnings that lockdown could create a 'perfect storm' for suicide were ignored. After all this was one of the *reasons* for lockdown. Suicide, however, is only the most extreme of isolation consequences. There are many others. Dr Dhruv Khullar, assistant professor of healthcare policy at Weill Cornell Medical College, said in a *New York Times* article in 2016 long before the fake 'pandemic':

> A wave of new research suggests social separation is bad for us. Individuals with less social connection have disrupted sleep patterns, altered immune systems, more inflammation and higher levels of stress hormones. One recent study found that isolation increases the risk of heart disease by 29 percent and stroke by 32 percent. Another analysis that pooled data from 70 studies and 3.4 million people found that socially isolated individuals had a 30 percent higher risk of dying in the next seven years, and that this effect was largest in middle age.

Loneliness can accelerate cognitive decline in older adults, and isolated individuals are twice as likely to die prematurely as those with more robust social interactions. These effects start early: Socially isolated children have significantly poorer health 20 years later, even after controlling for other factors. All told, loneliness is as important a risk factor for early death as obesity and smoking.

There you have proof from that one article alone four years before 2020 that those who have enforced lockdown, social distancing and isolation knew what the effect would be and that is even more so with professional psychologists that have been driving the policy across the globe. We can go back even further to the years 2000 and 2003 and the start of a major study on the effects of isolation on health by Dr Janine Gronewold and Professor Dirk M. Hermann at the University Hospital in Essen, Germany, who analysed data on 4,316 people with an average age of 59 who were recruited for the long-term research project. They found that socially isolated people are more than 40 percent more likely to have a heart attack, stroke, or other major cardiovascular event and nearly 50 percent more likely to die from any cause. Given the financial Armageddon unleashed by lockdown we should note that the study found a relationship between increased cardiovascular risk and lack of financial support. After excluding other factors social isolation was still connected to a 44 percent increased risk of cardiovascular problems and a 47 percent increased risk of death by any cause. Lack of financial support was associated with a 30 percent increase in the risk of cardiovascular health events. Dr Gronewold said it had been known for some time that feeling lonely or lacking contact with close friends and family can have an impact on physical health and the study had shown that having strong social relationships is of high importance for heart health. Gronewold said they didn't understand yet why people who are socially isolated have such poor health outcomes, but this was obviously a worrying finding, particularly during these times of prolonged social distancing. Well, it can be explained on many levels. You only have to identify the point in the body where people feel loneliness and missing people they are parted from – it's in the centre of the chest where they feel the ache of loneliness and the ache of missing people. 'My heart aches for

you' … 'My heart aches for some company.' I will explain this more in the chapter Escaping Wetiko, but when you realise that the body is the mind – they are expressions of each other – the reason why state of the mind dictates state of the body becomes clear.

American psychologist Ranjit Powar was highlighting the effects of lockdown isolation as early as April, 2020. She said humans have evolved to be social creatures and are wired to live in interactive groups. Being isolated from family, friends and colleagues could be unbalancing and traumatic for most people and could result in short or even long-term psychological and physical health problems. An increase in levels of anxiety, aggression, depression, forgetfulness and hallucinations were possible psychological effects of isolation. 'Mental conditions may be precipitated for those with underlying pre-existing susceptibilities and show up in many others without any pre-condition.' Powar said personal relationships helped us cope with stress and if we lost this outlet for letting off steam the result can be a big emotional void which, for an average person, was difficult to deal with. 'Just a few days of isolation can cause increased levels of anxiety and depression' – so what the hell has been the effect on the global population of *18 months* of this at the time of writing? Powar said: 'Add to it the looming threat of a dreadful disease being repeatedly hammered in through the media and you have a recipe for many shades of mental and physical distress.' For those with a house and a garden it is easy to forget that billions have had to endure lockdown isolation in tiny overcrowded flats and apartments with nowhere to go outside. The psychological and physical consequences of this are unimaginable and with lunatic and abusive partners and parents the consequences have led to tremendous increases in domestic and child abuse and alcoholism as people seek to shut out the horror. Ranjit Powar said:

Staying in a confined space with family is not all a rosy picture for everyone. It can be extremely oppressive and claustrophobic for large low-income families huddled together in small single-room houses. Children here are not lucky enough to have many board/electronic games or books to keep them occupied.

Add to it the deep insecurity of running out of funds for food and basic necessities. On the other hand, there are people with dysfunctional family dynamics, such as domineering, abusive or alcoholic partners, siblings or parents which makes staying home a period of trial. Incidence of suicide and physical abuse against women has shown a worldwide increase. Heightened anxiety and depression also affect a person's immune system, making them more susceptible to illness.

To think that Powar's article was published on April 11th, 2020.

## Six-feet fantasy

Social (unsocial) distancing demanded that people stay six feet or two metres apart. UK government advisor Robert Dingwall from the New and Emerging Respiratory Virus Threats Advisory Group said in a radio interview that the two-metre rule was 'conjured up out of nowhere' and was not based on science. No, it was not based on *medical* science, but it didn't come out of nowhere. The distance related to *psychological* science. Six feet/two metres was adopted in many countries and we were told by people like the criminal Anthony Fauci and his ilk that it was founded on science. Many schools could not reopen because they did not have the space for six-feet distancing. Then in March, 2021, after a year of six-feet 'science', a study published in the *Journal of Infectious Diseases* involving more than 500,000 students and almost 100,000 staff over 16 weeks revealed no significant difference in 'Covid' cases between six feet and three feet and Fauci changed his tune. Now three feet was okay. There is no difference between six feet and three *inches* when there is no 'virus' and they got away with six feet for psychological reasons for as long as they could. I hear journalists and others talk about 'unintended consequences' of lockdown. They are not *unintended* at all; they have been coldly-calculated for a specific outcome of human control and that's why super-psychopaths like Gates have called for them so vehemently. Super-psychopath psychologists have demanded them and psychopathic or clueless, spineless, politicians have gone along with them by 'following the science'. But it's not science at all. 'Science' is not what is; it's only what people can be manipulated to believe it is. The whole 'Covid' catastrophe is

founded on mind control. Three word or three statement mantras issued by the UK government are a well-known mind control technique and so we've had 'Stay home/protect the NHS/save lives', 'Stay alert/control the virus/save lives' and 'hands/face/space'. One of the most vocal proponents of extreme 'Covid' rules in the UK has been Professor Susan Michie, a member of the British Communist Party, who is not a medical professional. Michie is the director of the Centre for Behaviour Change at University College London. She is a *behavioural psychologist* and another filthy rich 'Marxist' who praised China's draconian lockdown. She was known by fellow students at Oxford University as 'Stalin's nanny' for her extreme Marxism. Michie is an influential member of the UK government's Scientific Advisory Group for Emergencies (SAGE) and behavioural manipulation groups which have dominated 'Covid' policy. She is a consultant adviser to the World Health Organization on 'Covid-19' and behaviour. Why the hell are lockdowns anything to do with her when they are claimed to be about health? Why does a behavioural psychologist from a group charged with changing the behaviour of the public want lockdown, human isolation and mandatory masks? Does that question really need an answer? Michie *absolutely* has to explain herself before a Nuremberg court when humanity takes back its world again and even more so when you see the consequences of masks that she demands are compulsory. This is a Michie classic:

> The benefits of getting primary school children to wear masks is that regardless of what little degree of transmission is occurring in those age groups it could help normalise the practice. Young children wearing masks may be more likely to get their families to accept masks.

Those words alone should carry a prison sentence when you ponder on the callous disregard for children involved and what a statement it makes about the mind and motivations of Susan Michie. What a lovely lady and what she said there encapsulates the mentality of the psychopaths behind the 'Covid' horror. Let us compare what Michie said with a countrywide study in Germany published at researchsquare.com involving 25,000 school children and 17,854 health complaints submitted by parents. Researchers

found that masks are harming children physically, psychologically, and behaviourally with 24 health issues associated with mask wearing. They include: shortness of breath (29.7%); dizziness (26.4%); increased headaches (53%); difficulty concentrating (50%); drowsiness or fatigue (37%); and malaise (42%). Nearly a third of children experienced more sleep issues than before and a quarter developed new fears. Researchers found health issues and other impairments in 68 percent of masked children covering their faces for an average of 4.5 hours a day. Hundreds of those taking part experienced accelerated respiration, tightness in the chest, weakness, and short-term impairment of consciousness. A reminder of what Michie said again:

The benefits of getting primary school children to wear masks is that regardless of what little degree of transmission is occurring in those age groups it could help normalise the practice. Young children wearing masks may be more likely to get their families to accept masks.

Psychopaths in government and psychology now have children and young people – plus all the adults – wearing masks for hours on end while clueless teachers impose the will of the psychopaths on the young they should be protecting. What the hell are parents doing?

## Cult lab rats

We have some schools already imposing on students microchipped buzzers that activate when they get 'too close' to their pals in the way they do with lab rats. How apt. To the Cult and its brain-dead servants our children *are* lab rats being conditioned to be unquestioning, dehumanised slaves for the rest of their lives. Children and young people are being weaned and frightened away from the most natural human instincts including closeness and touch. I have tracked in the books over the years how schools were banning pupils from greeting each other with a hug and the whole Cult-induced Me Too movement has terrified men and boys from a relaxed and natural interaction with female friends and work colleagues to the point where many men try never to be in a room

alone with a woman that's not their partner. Airhead celebrities have as always played their virtue-signalling part in making this happen with their gross exaggeration. For every monster like Harvey Weinstein there are at least tens of thousands of men that don't treat women like that; but everyone must be branded the same and policy changed for them as well as the monster. I am going to be using the word 'dehumanise' many times in this chapter because that is what the Cult is seeking to do and it goes very deep as we shall see. Don't let them kid you that social distancing is planned to end one day. That's not the idea. We are seeing more governments and companies funding and producing wearable gadgets to keep people apart and they would not be doing that if this was meant to be short-term. A tech start-up company backed by GCHQ, the British Intelligence and military surveillance headquarters, has created a social distancing wrist sensor that alerts people when they get too close to others. The CIA has also supported tech companies developing similar devices. The wearable sensor was developed by Tended, one of a number of start-up companies supported by GCHQ (see the CIA and DARPA). The device can be worn on the wrist or as a tag on the waistband and will vibrate whenever someone wearing the device breaches social distancing and gets anywhere near natural human contact. The company had a lucky break in that it was developing a distancing sensor when the 'Covid' hoax arrived which immediately provided a potentially enormous market. How fortunate. The government in big-time Cult-controlled Ontario in Canada is investing $2.5 million in wearable contact tracing technology that 'will alert users if they may have been exposed to the Covid-19 in the workplace and will beep or vibrate if they are within six feet of another person'. Facedrive Inc., the technology company behind this, was founded in 2016 with funding from the Ontario Together Fund and obviously they, too, had a prophet on the board of directors. The human surveillance and control technology is called TraceSCAN and would be worn by the human cyborgs in places such as airports, workplaces, construction sites, care homes and … *schools*.

I emphasise schools with children and young people the prime targets. You know what is planned for society as a whole if you keep your eyes on the schools. They have always been places where the state program the next generation of slaves to be its compliant worker-ants – or Woker-ants these days; but in the mist of the 'Covid' madness they have been transformed into mind laboratories on a scale never seen before. Teachers and head teachers are just as programmed as the kids – often more so. Children are kept apart from human interaction by walk lanes, classroom distancing, staggered meal times, masks, and the rolling-out of buzzer systems. Schools are now physically laid out as a laboratory maze for lab-rats. Lunatics at a school in Anchorage, Alaska, who should be prosecuted for child abuse, took away desks and forced children to kneel (know your place) on a mat for five hours a day while wearing a mask and using their chairs as a desk. How this was supposed to impact on a 'virus' only these clinically insane people can tell you and even then it would be clap-trap. The school banned recess (interaction), art classes (creativity), and physical exercise (getting body and mind moving out of inertia). Everyone behind this outrage should be in jail or better still a mental institution. The behavioural manipulators are all for this dystopian approach to schools. Professor Susan Michie, the mind-doctor and British Communist Party member, said it was wrong to say that schools were safe. They had to be made so by 'distancing', masks and ventilation (sitting all day in the cold). I must ask this lady round for dinner on a night I know I am going to be out and not back for weeks. She probably wouldn't be able to make it, anyway, with all the visits to her own psychologist she must have block-booked.

## Masking identity

I know how shocking it must be for you that a behaviour manipulator like Michie wants everyone to wear masks which have long been a feature of mind-control programs like the infamous MKUltra in the United States, but, there we are. We live and learn. I spent many years from 1996 to right across the millennium

researching mind control in detail on both sides of the Atlantic and elsewhere. I met a large number of mind-control survivors and many had been held captive in body and mind by MKUltra. MK stands for mind-control, but employs the German spelling in deference to the Nazis spirited out of Germany at the end of World War Two by Operation Paperclip in which the US authorities, with help from the Vatican, transported Nazi mind-controllers and engineers to America to continue their work. Many of them were behind the creation of NASA and they included Nazi scientist and SS officer Wernher von Braun who swapped designing V-2 rockets to bombard London with designing the Saturn V rockets that powered the NASA moon programme's Apollo craft. I think I may have mentioned that the Cult has no borders. Among Paperclip escapees was Josef Mengele, the Angel of Death in the Nazi concentration camps where he conducted mind and genetic experiments on children often using twins to provide a control twin to measure the impact of his 'work' on the other. If you want to observe the Cult mentality in all its extremes of evil then look into the life of Mengele. I have met many people who suffered mercilessly under Mengele in the United States where he operated under the name Dr Greene and became a stalwart of MKUltra programming and torture. Among his locations was the underground facility in the Mojave Desert in California called the China Lake Naval Weapons Station which is almost entirely below the surface. My books *The Biggest Secret*, *Children of the Matrix* and *The Perception Deception* have the detailed background to MKUltra.

The best-known MKUltra survivor is American Cathy O'Brien. I first met her and her late partner Mark Phillips at a conference in Colorado in 1996. Mark helped her escape and deprogram from decades of captivity in an offshoot of MKUltra known as Project Monarch in which 'sex slaves' were provided for the rich and famous including Father George Bush, Dick Cheney and the Clintons. Read Cathy and Mark's book *Trance-Formation of America* and if you are new to this you will be shocked to the core. I read it in 1996 shortly before, with the usual synchronicity of my life, I found

myself given a book table at the conference right next to hers. MKUltra never ended despite being very publicly exposed (only a small part of it) in the 1970s and continues in other guises. I am still in touch with Cathy. She contacted me during 2020 after masks became compulsory in many countries to tell me how they were used as part of MKUltra programming. I had been observing 'Covid regulations' and the relationship between authority and public for months. I saw techniques that I knew were employed on individuals in MKUltra being used on the global population. I had read many books and manuals on mind control including one called *Silent Weapons for Quiet Wars* which came to light in the 1980s and was a guide on how to perceptually program on a mass scale. 'Silent Weapons' refers to mind-control. I remembered a line from the manual as governments, medical authorities and law enforcement agencies have so obviously talked to – or rather at – the adult population since the 'Covid' hoax began as if they are children. The document said:

> If a person is spoken to by a T.V. advertiser as if he were a twelve-year-old, then, due to suggestibility, he will, with a certain probability, respond or react to that suggestion with the uncritical response of a twelve-year-old and will reach in to his economic reservoir and deliver its energy to buy that product on impulse when he passes it in the store.

That's why authority has spoken to adults like children since all this began.

## Why did Michael Jackson wear masks?

Every aspect of the 'Covid' narrative has mind-control as its central theme. Cathy O'Brien wrote an article for davidicke.com about the connection between masks and mind control. Her daughter Kelly who I first met in the 1990s was born while Cathy was still held captive in MKUltra. Kelly was forced to wear a mask as part of her programming from the age of *two* to dehumanise her, target her sense of individuality and reduce the amount of oxygen her brain and body received. *Bingo*. This is the real reason for compulsory

masks, why they have been enforced en masse, and why they seek to increase the number they demand you wear. First one, then two, with one disgraceful alleged 'doctor' recommending four which is nothing less than a death sentence. Where and how often they must be worn is being expanded for the purpose of mass mind control and damaging respiratory health which they can call 'Covid-19'. Canada's government headed by the man-child Justin Trudeau, says it's fine for children of two and older to wear masks. An insane 'study' in Italy involving just 47 children concluded there was no problem for babies as young as *four months* wearing them. Even after people were 'vaccinated' they were still told to wear masks by the criminal that is Anthony Fauci. Cathy wrote that mandating masks is allowing the authorities literally to control the air we breathe which is what was done in MKUltra. You might recall how the singer Michael Jackson wore masks and there is a reason for that. He was subjected to MKUltra mind control through Project Monarch and his psyche was scrambled by these simpletons. Cathy wrote:

In MKUltra Project Monarch mind control, Michael Jackson had to wear a mask to silence his voice so he could not reach out for help. Remember how he developed that whisper voice when he wasn't singing? Masks control the mind from the outside in, like the redefining of words is doing. By controlling what we can and cannot say for fear of being labeled racist or beaten, for example, it ultimately controls thought that drives our words and ultimately actions (or lack thereof).

Likewise, a mask muffles our speech so that we are not heard, which controls voice … words … mind. This is Mind Control. Masks are an obvious mind control device, and I am disturbed so many people are complying on a global scale. Masks depersonalize while making a person feel as though they have no voice. It is a barrier to others. People who would never choose to comply but are forced to wear a mask in order to keep their job, and ultimately their family fed, are compromised. They often feel shame and are subdued. People have stopped talking with each other while media controls the narrative.

The 'no voice' theme has often become literal with train passengers told not to speak to each other in case they pass on the 'virus', singing banned for the same reason and bonkers California officials telling people riding roller coasters that they cannot shout and scream. Cathy said she heard every day from healed MKUltra survivors who cannot wear a mask without flashing back on ways

their breathing was controlled – 'from ball gags and penises to water boarding'. She said that through the years when she saw images of people in China wearing masks 'due to pollution' that it was really to control their oxygen levels. 'I knew it was as much of a population control mechanism of depersonalisation as are burkas', she said. Masks are another Chinese communist/fascist method of control that has been swept across the West as the West becomes China at lightning speed since we entered 2020.

## Mask-19

There are other reasons for mandatory masks and these include destroying respiratory health to call it 'Covid-19' and stunting brain development of children and the young. Dr Margarite Griesz-Brisson MD, PhD, is a Consultant Neurologist and Neurophysiologist and the Founder and Medical Director of the London Neurology and Pain Clinic. Her CV goes down the street and round the corner. She is clearly someone who cares about people and won't parrot the propaganda. Griesz-Brisson has a PhD in pharmacology, with special interest in neurotoxicology, environmental medicine, neuroregeneration and neuroplasticity (the way the brain can change in the light of information received). She went public in October, 2020, with a passionate warning about the effects of mask-wearing laws:

> The reinhalation of our exhaled air will without a doubt create oxygen deficiency and a flooding of carbon dioxide. We know that the human brain is very sensitive to oxygen deprivation. There are nerve cells for example in the hippocampus that can't be longer than 3 minutes without oxygen – they cannot survive. The acute warning symptoms are headaches, drowsiness, dizziness, issues in concentration, slowing down of reaction time – reactions of the cognitive system.

Oh, I know, let's tell bus, truck and taxi drivers to wear them and people working machinery. How about pilots, doctors and police? Griesz-Brisson makes the important point that while the symptoms she mentions may fade as the body readjusts this does not alter the fact that people continue to operate in oxygen deficit with long list of

potential consequences. She said it was well known that neurodegenerative diseases take years or decades to develop. 'If today you forget your phone number, the breakdown in your brain would have already started 20 or 30 years ago.' She said degenerative processes in your brain are getting amplified as your oxygen deprivation continues through wearing a mask. Nerve cells in the brain are unable to divide themselves normally in these circumstances and lost nerve cells will no longer be regenerated. 'What is gone is gone.' Now consider that people like shop workers and *schoolchildren* are wearing masks for hours every day. What in the name of sanity is going to be happening to them? 'I do not wear a mask, I need my brain to think', Griesz-Brisson said, 'I want to have a clear head when I deal with my patients and not be in a carbon dioxide-induced anaesthesia'. If you are told to wear a mask anywhere ask the organisation, police, store, whatever, for their risk assessment on the dangers and negative effects on mind and body of enforcing mask-wearing. They won't have one because it has never been done not even by government. All of them must be subject to class-action lawsuits as the consequences come to light. They don't do mask risk assessments for an obvious reason. They know what the conclusions would be and independent scientific studies that *have* been done tell a horror story of consequences.

## 'Masks are criminal'

Dr Griesz-Brisson said that for children and adolescents, masks are an absolute no-no. They had an extremely active and adaptive immune system and their brain was incredibly active with so much to learn. 'The child's brain, or the youth's brain, is thirsting for oxygen.' The more metabolically active an organ was, the more oxygen it required; and in children and adolescents every organ was metabolically active. Griesz-Brisson said that to deprive a child's or adolescent's brain of oxygen, or to restrict it in any way, was not only dangerous to their health, it was absolutely criminal. 'Oxygen deficiency inhibits the development of the brain, and the damage that has taken place as a result CANNOT be reversed.' Mind

manipulators of MKUltra put masks on two-year-olds they wanted to neurologically rewire and you can see why. Griesz-Brisson said a child needs the brain to learn and the brain needs oxygen to function. 'We don't need a clinical study for that. This is simple, indisputable physiology.' Consciously and purposely induced oxygen deficiency was an absolutely deliberate health hazard, and an absolute medical contraindication which means that 'this drug, this therapy, this method or measure should not be used, and is not allowed to be used'. To coerce an entire population to use an absolute medical contraindication by force, she said, there had to be definite and serious reasons and the reasons must be presented to competent interdisciplinary and independent bodies to be verified and authorised. She had this warning of the consequences that were coming if mask wearing continued:

When, in ten years, dementia is going to increase exponentially, and the younger generations couldn't reach their god-given potential, it won't help to say 'we didn't need the masks'. I know how damaging oxygen deprivation is for the brain, cardiologists know how damaging it is for the heart, pulmonologists know how damaging it is for the lungs. Oxygen deprivation damages every single organ. Where are our health departments, our health insurance, our medical associations? It would have been their duty to be vehemently against the lockdown and to stop it and stop it from the very beginning.

Why do the medical boards issue punishments to doctors who give people exemptions? Does the person or the doctor seriously have to prove that oxygen deprivation harms people? What kind of medicine are our doctors and medical associations representing? Who is responsible for this crime? The ones who want to enforce it? The ones who let it happen and play along, or the ones who don't prevent it?

All of the organisations and people she mentions there either answer directly to the Cult or do whatever hierarchical levels above them tell them to do. The outcome of both is the same. 'It's not about masks, it's not about viruses, it's certainly not about your health', Griesz-Brisson said. 'It is about much, much more. I am not participating. I am not afraid.' They were taking our air to breathe and there was no unfounded medical exemption from face masks. Oxygen deprivation was dangerous for every single brain. It had to be the free decision of every human being whether they want to

wear a mask that was absolutely ineffective to protect themselves from a virus. She ended by rightly identifying where the responsibility lies for all this:

> The imperative of the hour is personal responsibility. We are responsible for what we think, not the media. We are responsible for what we do, not our superiors. We are responsible for our health, not the World Health Organization. And we are responsible for what happens in our country, not the government.

Halle-bloody-lujah.

## But surgeons wear masks, right?

Independent studies of mask-wearing have produced a long list of reports detailing mental, emotional and physical dangers. What a definition of insanity to see police officers imposing mask-wearing on the public which will cumulatively damage their health while the police themselves wear masks that will cumulatively damage *their* health. It's utter madness and both public and police do this because 'the government says so' – yes a government of brain-donor idiots like UK Health Secretary Matt Hancock reading the 'follow the science' scripts of psychopathic, lunatic psychologists. The response you get from Stockholm syndrome sufferers defending the very authorities that are destroying them and their families is that 'surgeons wear masks'. This is considered the game, set and match that they must work and don't cause oxygen deficit. Well, actually, scientific studies have shown that they *do* and oxygen levels are monitored in operating theatres to compensate. Surgeons wear masks to stop spittle and such like dropping into open wounds – not to stop 'viral particles' which are so miniscule they can only be seen through an electron microscope. Holes in the masks are significantly bigger than 'viral particles' and if you sneeze or cough they will breach the mask. I watched an incredibly disingenuous 'experiment' that claimed to prove that masks work in catching 'virus' material from the mouth and nose. They did this with a slow motion camera and the mask did block big stuff which stayed inside the mask and

against the face to be breathed in or cause infections on the face as we have seen with many children. 'Viral particles', however, would never have been picked up by the camera as they came through the mask when they are far too small to be seen. The 'experiment' was therefore disingenuous *and* useless.

Studies have concluded that wearing masks in operating theatres (and thus elsewhere) make no difference to preventing infection while the opposite is true with toxic shite building up in the mask and this had led to an explosion in tooth decay and gum disease dubbed by dentists 'mask mouth'. You might have seen the Internet video of a furious American doctor urging people to take off their masks after a four-year-old patient had been rushed to hospital the night before and nearly died with a lung infection that doctors sourced to mask wearing. A study in the journal *Cancer Discovery* found that inhalation of harmful microbes can contribute to advanced stage lung cancer in adults and long-term use of masks can help breed dangerous pathogens. Microbiologists have said frequent mask wearing creates a moist environment in which microbes can grow and proliferate before entering the lungs. The Canadian Agency for Drugs and Technologies in Health, or CADTH, a Canadian national organisation that provides research and analysis to healthcare decision-makers, said this as long ago as 2013 in a report entitled 'Use of Surgical Masks in the Operating Room: A Review of the Clinical Effectiveness and Guidelines'. It said:

- No evidence was found to support the use of surgical face masks to reduce the frequency of surgical site infections
- No evidence was found on the effectiveness of wearing surgical face masks to protect staff from infectious material in the operating room.
- Guidelines recommend the use of surgical face masks by staff in the operating room to protect both operating room staff and patients (despite the lack of evidence).

We were told that the world could go back to 'normal' with the arrival of the 'vaccines'. When they came, fraudulent as they are, the story changed as I knew that it would. We are in the midst of transforming 'normal', not going back to it. Mary Ramsay, head of immunisation at Public Health England, echoed the words of US criminal Anthony Fauci who said masks and other regulations must stay no matter if people are vaccinated. The Fauci idiot continued to wear two masks – different colours so both could be clearly seen – after he *claimed* to have been vaccinated. Senator Rand Paul told Fauci in one exchange that his double-masks were 'theatre' and he was right. It's all theatre. Mary Ramsay back-tracked on the vaccine-return-to-normal theme when she said the public may need to wear masks and social-distance for years despite the jabs. 'People have got used to those lower-level restrictions now, and [they] can live with them', she said telling us what the idea has been all along. 'The vaccine does not give you a pass, even if you have had it, you must continue to follow all the guidelines' said a Public Health England statement which reneged on what we had been told before and made having the 'vaccine' irrelevant to 'normality' even by the official story. Spain's fascist government trumped everyone by passing a law mandating the wearing of masks on the beach and even when swimming in the sea. The move would have devastated what's left of the Spanish tourist industry, posed potential breathing dangers to swimmers and had Northern European sunbathers walking around with their forehead brown and the rest of their face white as a sheet. The ruling was so crazy that it had to be retracted after pressure from public and tourist industry, but it confirmed where the Cult wants to go with masks and how clinically insane authority has become. The determination to make masks permanent and hide the serious dangers to body and mind can be seen in the censorship of scientist Professor Denis Rancourt by Bill Gates-funded academic publishing website ResearchGate over his papers exposing the dangers and uselessness of masks. Rancourt said:

ResearchGate today has permanently locked my account, which I have had since 2015. Their reasons graphically show the nature of their attack against democracy, and their corruption of

science … By their obscene non-logic, a scientific review of science articles reporting on harms caused by face masks has a 'potential to cause harm'. No criticism of the psychological device (face masks) is tolerated, if the said criticism shows potential to influence public policy.

This is what happens in a fascist world.

## Where are the 'greens' (again)?

Other dangers of wearing masks especially regularly relate to the inhalation of minute plastic fibres into the lungs and the deluge of discarded masks in the environment and oceans. Estimates predicted that more than 1.5 billion disposable masks will end up in the world's oceans every year polluting the water with tons of plastic and endangering marine wildlife. Studies project that humans are using 129 billion face masks each month worldwide – about three million a minute. Most are disposable and made from plastic, non-biodegradable microfibers that break down into smaller plastic particles that become widespread in ecosystems. They are littering cities, clogging sewage channels and turning up in bodies of water. I have written in other books about the immense amounts of microplastics from endless sources now being absorbed into the body. Rolf Halden, director of the Arizona State University (ASU) Biodesign Center for Environmental Health Engineering, was the senior researcher in a 2020 study that analysed 47 human tissue samples and found microplastics in all of them. 'We have detected these chemicals of plastics in every single organ that we have investigated', he said. I wrote in *The Answer* about the world being deluged with microplastics. A study by the Worldwide Fund for Nature (WWF) found that people are consuming on average every week some 2,000 tiny pieces of plastic mostly through water and also through marine life and the air. Every year humans are ingesting enough microplastics to fill a heaped dinner plate and in a life-time of 79 years it is enough to fill two large waste bins. Marco Lambertini, WWF International director general said: 'Not only are plastics polluting our oceans and waterways and killing marine life – it's in all of us and we can't escape consuming plastics,' American

geologists found tiny plastic fibres, beads and shards in rainwater samples collected from the remote slopes of the Rocky Mountain National Park near Denver, Colorado. Their report was headed: 'It is raining plastic.' Rachel Adams, senior lecturer in Biomedical Science at Cardiff Metropolitan University, said that among health consequences are internal inflammation and immune responses to a 'foreign body'. She further pointed out that microplastics become carriers of toxins including mercury, pesticides and dioxins (a known cause of cancer and reproductive and developmental problems). These toxins accumulate in the fatty tissues once they enter the body through microplastics. Now this is being compounded massively by people putting plastic on their face and throwing it away.

Workers exposed to polypropylene plastic fibres known as 'flock' have developed 'flock worker's lung' from inhaling small pieces of the flock fibres which can damage lung tissue, reduce breathing capacity and exacerbate other respiratory problems. *Now* … commonly used surgical masks have three layers of melt-blown textiles made of … polypropylene. We have billions of people putting these microplastics against their mouth, nose and face for hours at a time day after day in the form of masks. How does anyone think that will work out? I mean – what could possibly go wrong? We posted a number of scientific studies on this at davidicke.com, but when I went back to them as I was writing this book the links to the science research website where they were hosted were dead. Anything that challenges the official narrative in any way is either censored or vilified. The official narrative is so unsupportable by the evidence that only deleting the truth can protect it. A study by Chinese scientists still survived – with the usual twist which it why it was still active, I guess. Yes, they found that virtually all the masks they tested increased the daily intake of microplastic fibres, but people should still wear them because the danger from the 'virus' was worse said the crazy 'team' from the Institute of Hydrobiology in Wuhan. Scientists first discovered microplastics in lung tissue of some patients who died of lung cancer

in the 1990s. Subsequent studies have confirmed the potential health damage with the plastic degrading slowly and remaining in the lungs to accumulate in volume. Wuhan researchers used a machine simulating human breathing to establish that masks shed up to nearly 4,000 microplastic fibres in a month with reused masks producing more. Scientists said some masks are laced with toxic chemicals and a variety of compounds seriously restricted for both health and environmental reasons. They include cobalt (used in blue dye) and formaldehyde known to cause watery eyes, burning sensations in the eyes, nose, and throat, plus coughing, wheezing and nausea. No – that must be 'Covid-19'.

## Mask 'worms'

There is another and potentially even more sinister content of masks. Mostly new masks of different makes filmed under a microscope around the world have been found to contain strange black fibres or 'worms' that appear to move or 'crawl' by themselves and react to heat and water. The nearest I have seen to them are the self-replicating fibres that are pulled out through the skin of those suffering from Morgellons disease which has been connected to the phenomena of 'chemtrails' which I will bring into the story later on. Morgellons fibres continue to grow outside the body and have a form of artificial intelligence. Black 'worm' fibres in masks have that kind of feel to them and there is a nanotechnology technique called 'worm micelles' which carry and release drugs or anything else you want to deliver to the body. For sure the suppression of humanity by mind altering drugs is the Cult agenda big time and the more excuses they can find to gain access to the body the more opportunities there are to make that happen whether through 'vaccines' or masks pushed against the mouth and nose for hours on end.

So let us summarise the pros and cons of masks:

***Against masks***: Breathing in your own carbon dioxide; depriving the body and brain of sufficient oxygen; build-up of toxins in the mask that can be breathed into the lungs and cause rashes on the face and 'mask-mouth'; breathing microplastic fibres and toxic chemicals into the lungs; dehumanisation and deleting individualisation by literally making people faceless; destroying human emotional interaction through facial expression and deleting parental connection with their babies which look for guidance to their facial expression.

***For masks:*** They don't protect you from a 'virus' that doesn't exist and even if it did 'viral' particles are so minute they are smaller than the holes in the mask.

Governments, police, supermarkets, businesses, transport companies, and all the rest who seek to impose masks have done no risk assessment on their consequences for health and psychology and are now open to group lawsuits when the impact becomes clear with a cumulative epidemic of respiratory and other disease. Authorities will try to exploit these effects and hide the real cause by dubbing them 'Covid-19'. Can you imagine setting out to force the population to wear health-destroying masks without doing any assessment of the risks? It is criminal and it is evil, but then how many people targeted in this way, who see their children told to wear them all day at school, have asked for a risk assessment? Billions can't be imposed upon by the few unless the billions allow it. Oh, yes, with just a tinge of irony, 85 percent of all masks made worldwide come from *China*.

## Wash your hands in toxic shite

'Covid' rules include the use of toxic sanitisers and again the health consequences of constantly applying toxins to be absorbed through the skin is obvious to any level of Renegade Mind. America's Food and Drug Administration (FDA) said that sanitisers are drugs and issued a warning about 75 dangerous brands which contain

methanol used in antifreeze and can cause death, kidney damage and blindness. The FDA circulated the following warning even for those brands that it claims to be safe:

Store hand sanitizer out of the reach of pets and children, and children should use it only with adult supervision. Do not drink hand sanitizer. This is particularly important for young children, especially toddlers, who may be attracted by the pleasant smell or brightly colored bottles of hand sanitizer.

Drinking even a small amount of hand sanitizer can cause alcohol poisoning in children. (However, there is no need to be concerned if your children eat with or lick their hands after using hand sanitizer.) During this coronavirus pandemic, poison control centers have had an increase in calls about accidental ingestion of hand sanitizer, so it is important that adults monitor young children's use.

Do not allow pets to swallow hand sanitizer. If you think your pet has eaten something potentially dangerous, call your veterinarian or a pet poison control center right away. Hand sanitizer is flammable and should be stored away from heat and flames. When using hand sanitizer, rub your hands until they feel completely dry before performing activities that may involve heat, sparks, static electricity, or open flames.

There you go, perfectly safe, then, and that's without even a mention of the toxins absorbed through the skin. Come on kids – sanitise your hands everywhere you go. It will save you from the 'virus'. Put all these elements together of the 'Covid' normal and see how much health and psychology is being cumulatively damaged, even devastated, to 'protect your health'. Makes sense, right? They are only imposing these things because they care, right? *Right?*

## Submitting to insanity

Psychological reframing of the population goes very deep and is done in many less obvious ways. I hear people say how contradictory and crazy 'Covid' rules are and how they are ever changing. This is explained away by dismissing those involved as idiots. It is a big mistake. The Cult is delighted if its cold calculation is perceived as incompetence and idiocy when it is anything but. Oh, yes, there are idiots within the system – lots of them – but they are *administering* the Cult agenda, mostly unknowingly. They are not deciding and dictating it. The bulwark against tyranny is self-

respect, always has been, always will be. It is self-respect that has broken every tyranny in history. By its very nature self-respect will not bow to oppression and its perpetrators. There is so little self-respect that it's always the few that overturn dictators. Many may eventually follow, but the few with the iron spines (self-respect) kick it off and generate the momentum. The Cult targets self-respect in the knowledge that once this has gone only submission remains. Crazy, contradictory, ever-changing 'Covid' rules are systematically applied by psychologists to delete self-respect. They *want* you to see that the rules make no sense. It is one thing to decide to do something when *you* have made the choice based on evidence and logic. You still retain your self-respect. It is quite another when you can see what you are being told to do is insane, ridiculous and makes no sense, and *yet you still do it*. Your self-respect is extinguished and this has been happening as ever more obviously stupid and nonsensical things have been demanded and the great majority have complied even when they can see they are stupid and nonsensical.

People walk around in face-nappies knowing they are damaging their health and make no difference to a 'virus'. They do it in fear of not doing it. I know it's daft, but I'll do it anyway. When that happens something dies inside of you and submissive reframing has begun. Next there's a need to hide from yourself that you have conceded your self-respect and you convince yourself that you have not really submitted to fear and intimidation. You begin to believe that you are complying with craziness because it's the right thing to do. When first you concede your self-respect of 2+2 = 4 to 2+2 = 5 you *know* you are compromising your self-respect. Gradually to avoid facing that fact you begin to *believe* that 2+2=5. You have been reframed and I have been watching this process happening in the human psyche on an industrial scale. The Cult is working to break your spirit and one of its major tools in that war is humiliation. I read how former American soldier Bradley Manning (later Chelsea Manning after a sex-change) was treated after being jailed for supplying WikiLeaks with documents exposing the enormity of

government and elite mendacity. Manning was isolated in solitary confinement for eight months, put under 24-hour surveillance, forced to hand over clothing before going to bed, and stand naked for every roll call. This is systematic humiliation. The introduction of anal swab 'Covid' tests in China has been done for the same reason to delete self-respect and induce compliant submission. Anal swabs are mandatory for incoming passengers in parts of China and American diplomats have said they were forced to undergo the indignity which would have been calculated humiliation by the Cult-owned Chinese government that has America in its sights.

## Government-people: An abusive relationship

Spirit-breaking psychological techniques include giving people hope and apparent respite from tyranny only to take it away again. This happened in the UK during Christmas, 2020, when the psycho-psychologists and their political lackeys announced an easing of restrictions over the holiday only to reimpose them almost immediately on the basis of yet another lie. There is a big psychological difference between getting used to oppression and being given hope of relief only to have that dashed. Psychologists know this and we have seen the technique used repeatedly. Then there is traumatising people before you introduce more extreme regulations that require compliance. A perfect case was the announcement by the dark and sinister Whitty and Vallance in the UK that 'new data' predicted that 4,000 could die every day over the winter of 2020/2021 if we did not lockdown again. I think they call it lying and after traumatising people with that claim out came Jackboot Johnson the next day with new curbs on human freedom. Psychologists know that a frightened and traumatised mind becomes suggestable to submission and behaviour reframing. Underpinning all this has been to make people fearful and suspicious of each other and see themselves as a potential danger to others. In league with deleted self-respect you have the perfect psychological recipe for self-loathing. The relationship between authority and public is now demonstrably the same as that of

subservience to an abusive partner. These are signs of an abusive relationship explained by psychologist Leslie Becker-Phelps:

**Psychological and emotional abuse:** Undermining a partner's self-worth with verbal attacks, name-calling, and belittling. Humiliating the partner in public, unjustly accusing them of having an affair, or interrogating them about their every behavior. Keeping partner confused or off balance by saying they were just kidding or blaming the partner for 'making' them act this way … Feigning in public that they care while turning against them in private. This leads to victims frequently feeling confused, incompetent, unworthy, hopeless, and chronically self-doubting. [Apply these techniques to how governments have treated the population since New Year, 2020, and the parallels are obvious.]

**Physical abuse:** The abuser might physically harm their partner in a range of ways, such as grabbing, hitting, punching, or shoving them. They might throw objects at them or harm them with a weapon. [Observe the physical harm imposed by masks, lockdown, and so on.]

**Threats and intimidation:** One way abusers keep their partners in line is by instilling fear. They might be verbally threatening, or give threatening looks or gestures. Abusers often make it known that they are tracking their partner's every move. They might destroy their partner's possessions, threaten to harm them, or threaten to harm their family members. Not surprisingly, victims of this abuse often feel anxiety, fear, and panic. [No words necessary.]

**Isolation:** Abusers often limit their partner's activities, forbidding them to talk or interact with friends or family. They might limit access to a car or even turn off their phone. All of this might be done by physically holding them against their will, but is often accomplished through psychological abuse and intimidation. The more isolated a person feels, the fewer resources they have to help gain perspective on their situation and to escape from it. [No words necessary.]

**Economic abuse:** Abusers often make their partners beholden to them for money by controlling access to funds of any kind. They might prevent their partner from getting a job or withhold access to money they earn from a job. This creates financial dependency that makes leaving the relationship very difficult. [See destruction of livelihoods and the proposed meagre 'guaranteed income' so long as you do whatever you are told.]

**Using children:** An abuser might disparage their partner's parenting skills, tell their children lies about their partner, threaten to take custody of their children, or threaten to harm their children. These tactics instil fear and often elicit compliance. [See reframed social service mafia and how children are being mercilessly abused by the state over 'Covid' while their parents look on too frightened to do anything.]

A further recurring trait in an abusive relationship is the abused blaming themselves for their abuse and making excuses for the abuser. We have the public blaming each other for lockdown abuse by government and many making excuses for the government while attacking those who challenge the government. How often we have heard authorities say that rules are being imposed or reimposed only because people have refused to 'behave' and follow the rules. We don't want to do it – it's *you*.

Renegade Minds are an antidote to all of these things. They will never concede their self-respect no matter what the circumstances. Even when apparent humiliation is heaped upon them they laugh in its face and reflect back the humiliation on the abuser where it belongs. Renegade Minds will never wear masks they know are only imposed to humiliate, suppress and damage both physically and psychologically. Consequences will take care of themselves and they will never break their spirit or cause them to concede to tyranny. UK newspaper columnist Peter Hitchens was one of the few in the mainstream media to speak out against lockdowns and forced vaccinations. He then announced he had taken the jab. He wanted to see family members abroad and he believed vaccine passports were inevitable even though they had not yet been introduced. Hitchens

has a questioning and critical mind, but not a Renegade one. If he had no amount of pressure would have made him concede. Hitchens excused his action by saying that the battle has been lost. Renegade Minds never accept defeat when freedom is at stake and even if they are the last one standing the self-respect of not submitting to tyranny is more important than any outcome or any consequence.

That's why Renegade Minds are the only minds that ever changed anything worth changing.

## CHAPTER EIGHT

# 'Reframing' insanity

***Insanity is relative. It depends on who has who locked in what cage***
**Ray Bradbury**

'Reframing' a mind means simply to change its perception and behaviour. This can be done subconsciously to such an extent that subjects have no idea they have been 'reframed' while to any observer changes in behaviour and attitudes are obvious.

Human society is being reframed on a ginormous scale since the start of 2020 and here we have the reason why psychologists rather than doctors have been calling the shots. Ask most people who have succumbed to 'Covid' reframing if they have changed and most will say 'no'; but they *have* and fundamentally. The Cult's long-game has been preparing for these times since way back and crucial to that has been to prepare both population and officialdom mentally and emotionally. To use the mind-control parlance they had to reframe the population with a mentality that would submit to fascism and reframe those in government and law enforcement to impose fascism or at least go along with it. The result has been the fact-deleted mindlessness of 'Wokeness' and officialdom that has either enthusiastically or unquestioningly imposed global tyranny demanded by reframed politicians on behalf of psychopathic and deeply evil cultists. 'Cognitive reframing' identifies and challenges the way someone sees the world in the form of situations, experiences and emotions and then restructures those perceptions to view the same set of circumstances in a different way. This can have

benefits if the attitudes are personally destructive while on the other side it has the potential for individual and collective mind control which the subject has no idea has even happened.

Cognitive therapy was developed in the 1960s by Aaron T. Beck who was born in Rhode Island in 1921 as the son of Jewish immigrants from the Ukraine. He became interested in the techniques as a treatment for depression. Beck's daughter Judith S. Beck is prominent in the same field and they founded the Beck Institute for Cognitive Behavior Therapy in Philadelphia in 1994. Cognitive reframing, however, began to be used worldwide by those with a very dark agenda. The Cult reframes politicians to change their attitudes and actions until they are completely at odds with what they once appeared to stand for. The same has been happening to government administrators at all levels, law enforcement, military and the human population. Cultists love mind control for two main reasons: It allows them to control what people think, do and say to secure agenda advancement and, by definition, it calms their legendary insecurity and fear of the unexpected. I have studied mind control since the time I travelled America in 1996. I may have been talking to next to no one in terms of an audience in those years, but my goodness did I gather a phenomenal amount of information and knowledge about so many things including the techniques of mind control. I have described this in detail in other books going back to *The Biggest Secret* in 1998. I met a very large number of people recovering from MKUltra and its offshoots and successors and I began to see how these same techniques were being used on the population in general. This was never more obvious than since the 'Covid' hoax began.

## Reframing the enforcers

I have observed over the last two decades and more the very clear transformation in the dynamic between the police, officialdom and the public. I tracked this in the books as the relationship mutated from one of serving the public to seeing them as almost the enemy and certainly a lower caste. There has always been a class divide

based on income and always been some psychopathic, corrupt, and big-I-am police officers. This was different. Wholesale change was unfolding in the collective dynamic; it was less about money and far more about position and perceived power. An us-and-them was emerging. Noses were lifted skyward by government administration and law enforcement and their attitude to the public they were *supposed* to be serving changed to one of increasing contempt, superiority and control. The transformation was so clear and widespread that it had to be planned. Collective attitudes and dynamics do not change naturally and organically that quickly on that scale. I then came across an organisation in Britain called Common Purpose created in the late 1980s by Julia Middleton who would work in the office of Deputy Prime Minister John Prescott during the long and disastrous premiership of war criminal Tony Blair. When Blair speaks the Cult is speaking and the man should have been in jail a long time ago. Common Purpose proclaims itself to be one of the biggest 'leadership development' organisations in the world while functioning as a *charity* with all the financial benefits which come from that. It hosts 'leadership development' courses and programmes all over the world and claims to have 'brought together' what it calls 'leaders' from more than 100 countries on six continents. The modus operandi of Common Purpose can be compared with the work of the UK government's reframing network that includes the Behavioural Insights Team 'nudge unit' and 'Covid' reframing specialists at SPI-B. WikiLeaks described Common Purpose long ago as 'a hidden virus in our government and schools' which is unknown to the general public: 'It recruits and trains "leaders" to be loyal to the directives of Common Purpose and the EU, instead of to their own departments, which they then undermine or subvert, the NHS [National Health Service] being an example.' This is a vital point to understand the 'Covid' hoax. The NHS, and its equivalent around the world, has been utterly reframed in terms of administrators and much of the medical personnel with the transformation underpinned by recruitment policies. The outcome has been the criminal and psychopathic behaviour of the

NHS over 'Covid' and we have seen the same in every other major country. WikiLeaks said Common Purpose trainees are 'learning to rule without regard to democracy' and to usher in a police state (current events explained). Common Purpose operated like a 'glue' and had members in the NHS, BBC, police, legal profession, church, many of Britain's 7,000 quangos, local councils, the Civil Service, government ministries and Parliament, and controlled many RDA's (Regional Development Agencies). Here we have one answer for how and why British institutions and their like in other countries have changed so negatively in relation to the public. This further explains how and why the beyond-disgraceful reframed BBC has become a propaganda arm of 'Covid' fascism. They are all part of a network pursuing the same goal.

By 2019 Common Purpose was quoting a figure of 85,000 'leaders' that had attended its programmes. These 'students' of all ages are known as Common Purpose 'graduates' and they consist of government, state and local government officials and administrators, police chiefs and officers, and a whole range of others operating within the national, local and global establishment. Cressida Dick, Commissioner of the London Metropolitan Police, is the Common Purpose graduate who was the 'Gold Commander' that oversaw what can only be described as the murder of Brazilian electrician Jean Charles de Menezes in 2005. He was held down by psychopathic police and shot seven times in the head by a psychopathic lunatic after being mistaken for a terrorist when he was just a bloke going about his day. Dick authorised officers to pursue and keep surveillance on de Menezes and ordered that he be stopped from entering the underground train system. Police psychopaths took her at her word clearly. She was 'disciplined' for this outrage by being *promoted* – eventually to the top of the 'Met' police where she has been a disaster. Many Chief Constables controlling the police in different parts of the UK are and have been Common Purpose graduates. I have heard the 'graduate' network described as a sort of Mafia or secret society operating within the fabric of government at all levels pursuing a collective policy

ingrained at Common Purpose training events. Founder Julia Middleton herself has said:

> Locally and internationally, Common Purpose graduates will be 'lighting small fires' to create change in their organisations and communities … The Common Purpose effect is best illustrated by the many stories of small changes brought about by leaders, who themselves have changed.

A Common Purpose mission statement declared:

> Common Purpose aims to improve the way society works by expanding the vision, decision-making ability and influence of all kinds of leaders. The organisation runs a variety of educational programmes for leaders of all ages, backgrounds and sectors, in order to provide them with the inspirational, information and opportunities they need to change the world.

Yes, but into what? Since 2020 the answer has become clear.

## NLP and the Delphi technique

Common Purpose would seem to be a perfect name or would common programming be better? One of the foundation methods of reaching 'consensus' (group think) is by setting the agenda theme and then encouraging, cajoling or pressuring everyone to agree a 'consensus' in line with the core theme promoted by Common Purpose. The methodology involves the 'Delphi technique', or an adaption of it, in which opinions are expressed that are summarised by a 'facilitator or change agent' at each stage. Participants are 'encouraged' to modify their views in the light of what others have said. Stage by stage the former individual opinions are merged into group consensus which just happens to be what Common Purpose wants them to believe. A key part of this is to marginalise anyone refusing to concede to group think and turn the group against them to apply pressure to conform. We are seeing this very technique used on the general population to make 'Covid' group-thinkers hostile to those who have seen through the bullshit. People can be reframed by using perception manipulation methods such as Neuro-Linguistic Programming (NLP) in which you change perception with the use of

carefully constructed language. An NLP website described the technique this way:

… A method of influencing brain behaviour (the 'neuro' part of the phrase) through the use of language (the 'linguistic' part) and other types of communication to enable a person to 'recode' the way the brain responds to stimuli (that's the 'programming') and manifest new and better behaviours. Neuro-Linguistic Programming often incorporates hypnosis and self-hypnosis to help achieve the change (or 'programming') that is wanted.

British alternative media operation UKColumn has done very detailed research into Common Purpose over a long period. I quoted co-founder and former naval officer Brian Gerrish in my book *Remember Who You Are*, published in 2011, as saying the following years before current times:

It is interesting that many of the mothers who have had children taken by the State speak of the Social Services people being icily cool, emotionless and, as two ladies said in slightly different words, '… like little robots'. We know that NLP is cumulative, so people can be given small imperceptible doses of NLP in a course here, another in a few months, next year etc. In this way, major changes are accrued in their personality, but the day by day change is almost unnoticeable.

In these and other ways 'graduates' have had their perceptions uniformly reframed and they return to their roles in the institutions of government, law enforcement, legal profession, military, 'education', the UK National Health Service and the whole swathe of the establishment structure to pursue a common agenda preparing for the 'post-industrial', 'post-democratic' society. I say 'preparing' but we are now there. 'Post-industrial' is code for the Great Reset and 'post-democratic' is 'Covid' fascism. UKColumn has spoken to partners of those who have attended Common Purpose 'training'. They have described how personalities and attitudes of 'graduates' changed very noticeably for the worse by the time they had completed the course. They had been 'reframed' and told they are the 'leaders' – the special ones – who know better than the population. There has also been the very demonstrable recruitment of psychopaths and narcissists into government administration at all

levels and law enforcement. If you want psychopathy hire psychopaths and you get a simple cause and effect. If you want administrators, police officers and 'leaders' to perceive the public as lesser beings who don't matter then employ narcissists. These personalities are identified using 'psychometrics' that identifies knowledge, abilities, attitudes and personality traits, mostly through carefully-designed questionnaires and tests. As this policy has passed through the decades we have had power-crazy, power-trippers appointed into law enforcement, security and government administration in preparation for current times and the dynamic between public and law enforcement/officialdom has been transformed. UKColumn's Brian Gerrish said of the narcissistic personality:

> Their love of themselves and power automatically means that they will crush others who get in their way. I received a major piece of the puzzle when a friend pointed out that when they made public officials re-apply for their own jobs several years ago they were also required to do psychometric tests. This was undoubtedly the start of the screening process to get 'their' sort of people in post.

How obvious that has been since 2020 although it was clear what was happening long before if people paid attention to the changing public-establishment dynamic.

## Change agents

At the centre of events in 'Covid' Britain is the National Health Service (NHS) which has behaved disgracefully in slavishly following the Cult agenda. The NHS management structure is awash with Common Purpose graduates or 'change agents' working to a common cause. Helen Bevan, a Chief of Service Transformation at the NHS Institute for Innovation and Improvement, co-authored a document called 'Towards a million change agents, a review of the social movements literature: implications for large scale change in the NHS'. The document compared a project management approach to that of change and social movements where 'people change

themselves and each other – peer to peer'. Two definitions given for a 'social movement' were:

*A group of people who consciously attempt to build a radically new social order; involves people of a broad range of social backgrounds; and deploys politically confrontational and socially disruptive tactics* – Cyrus Zirakzadeh 1997

*Collective challenges, based on common purposes and social solidarities, in sustained interaction with elites, opponents, and authorities* – Sidney Tarrow 1994

Helen Bevan wrote another NHS document in which she defined 'framing' as 'the process by which leaders construct, articulate and put across their message in a powerful and compelling way in order to win people to their cause and call them to action'. I think I could come up with another definition that would be rather more accurate. The National Health Service and institutions of Britain and the wider world have been taken over by reframed 'change agents' and that includes everything from the United Nations to national governments, local councils and social services which have been kidnapping children from loving parents on an extraordinary and gathering scale on the road to the end of parenthood altogether. Children from loving homes are stolen and kidnapped by the state and put into the 'care' (inversion) of the local authority through council homes, foster parents and forced adoption. At the same time children are allowed to be abused without response while many are under council 'care'. UKColumn highlighted the Common Purpose connection between South Yorkshire Police and Rotherham council officers in the case of the scandal in that area of the sexual exploitation of children to which the authorities turned not one blind eye, but both:

We were alarmed to discover that the Chief Executive, the Strategic Director of Children and Young People's Services, the Manager for the Local Strategic Partnership, the Community Cohesion Manager, the Cabinet Member for Cohesion, the Chief Constable and his predecessor had all attended Leadership training courses provided by the pseudo-charity Common Purpose.

Once 'change agents' have secured positions of hire and fire within any organisation things start to move very quickly. Personnel are then hired and fired on the basis of whether they will work towards the agenda the change agent represents. If they do they are rapidly promoted even though they may be incompetent. Those more qualified and skilled who are pre-Common Purpose 'old school' see their careers stall and even disappear. This has been happening for decades in every institution of state, police, 'health' and social services and all of them have been transformed as a result in their attitudes to their jobs and the public. Medical professions, including nursing, which were once vocations for the caring now employ many cold, callous and couldn't give a shit personality types. The UKColumn investigation concluded:

By blurring the boundaries between people, professions, public and private sectors, responsibility and accountability, Common Purpose encourages 'graduates' to believe that as new selected leaders, they can work together, outside of the established political and social structures, to achieve a paradigm shift or CHANGE – so called 'Leading Beyond Authority'. In doing so, the allegiance of the individual becomes 'reframed' on CP colleagues and their NETWORK.

## Reframing the Face-Nappies

Nowhere has this process been more obvious than in the police where recruitment of psychopaths and development of unquestioning mind-controlled group-thinkers have transformed law enforcement into a politically-correct 'Woke' joke and a travesty of what should be public service. Today they wear their face-nappies like good little gofers and enforce 'Covid' rules which are fascism under another name. Alongside the specifically-recruited psychopaths we have software minds incapable of free thought. Brian Gerrish again:

An example is the policeman who would not get on a bike for a press photo because he had not done the cycling proficiency course. Normal people say this is political correctness gone mad. Nothing could be further from the truth. The policeman has been reframed, and in his reality it is perfect common sense not to get on the bike 'because he hasn't done the cycling course'.

Another example of this is where the police would not rescue a boy from a pond until they had taken advice from above on the 'risk assessment'. A normal person would have arrived, perhaps thought of the risk for a moment, and dived in. To the police now 'reframed', they followed 'normal' procedure.

There are shocking cases of reframed ambulance crews doing the same. Sheer unthinking stupidity of London Face-Nappies headed by Common Purpose graduate Cressida Dick can be seen in their behaviour at a vigil in March, 2021, for a murdered woman, Sarah Everard. A police officer had been charged with the crime. Anyone with a brain would have left the vigil alone in the circumstances. Instead they 'manhandled' women to stop them breaking 'Covid rules' to betray classic reframing. Minds in the thrall of perception control have no capacity for seeing a situation on its merits and acting accordingly. 'Rules is rules' is their only mind-set. My father used to say that rules and regulations are for the guidance of the intelligent and the blind obedience of the idiot. Most of the intelligent, decent, coppers have gone leaving only the other kind and a few old school for whom the job must be a daily nightmare. The combination of psychopaths and rule-book software minds has been clearly on public display in the 'Covid' era with automaton robots in uniform imposing fascistic 'Covid' regulations on the population without any personal initiative or judging situations on their merits. There are thousands of examples around the world, but I'll make my point with the infamous Derbyshire police in the English East Midlands – the ones who think pouring dye into beauty spots and using drones to track people walking in the countryside away from anyone is called 'policing'. To them there are rules decreed by the government which they have to enforce and in their bewildered state a group gathering in a closed space and someone walking alone in the countryside are the same thing. It is beyond idiocy and enters the realm of clinical insanity.

Police officers in Derbyshire said they were 'horrified' – *horrified* – to find 15 to 20 'irresponsible' kids playing a football match at a closed leisure centre 'in breach of coronavirus restrictions'. When they saw the police the kids ran away leaving their belongings behind and the reframed men and women of Derbyshire police were seeking to establish their identities with a view to fining their parents. The most natural thing for youngsters to do – kicking a ball about – is turned into a criminal activity and enforced by the moronic software programs of Derbyshire police. You find the same mentality in every country. These barely conscious 'horrified' officers said they had to take action because 'we need to ensure these rules are being followed' and 'it is of the utmost importance that you ensure your children are following the rules and regulations for Covid-19'. Had any of them done ten seconds of research to see if this parroting of their masters' script could be supported by any evidence? Nope. Reframed people don't think – others think for them and that's the whole idea of reframing. I have seen police officers one after the other repeating without question word for word what officialdom tells them just as I have seen great swathes of the public doing the same. Ask either for 'their' opinion and out spews what they have been told to think by the official narrative. Police and public may seem to be in different groups, but their mentality is the same. Most people do whatever they are told in fear not doing so or because they believe what officialdom tells them; almost the entirety of the police do what they are told for the same reason. Ultimately it's the tiny inner core of the global Cult that's telling both what to do.

So Derbyshire police were 'horrified'. Oh, really? Why did they think those kids were playing football? It was to relieve the psychological consequences of lockdown and being denied human contact with their friends and interaction, touch and discourse vital to human psychological health. Being denied this month after month has dismantled the psyche of many children and young people as depression and suicide have exploded. Were Derbyshire police *horrified by that*? Are you kidding? Reframed people don't have those

mental and emotional processes that can see how the impact on the psychological health of youngsters is far more dangerous than any 'virus' even if you take the mendacious official figures to be true. The reframed are told (programmed) how to act and so they do. The Derbyshire Chief Constable in the first period of lockdown when the black dye and drones nonsense was going on was Peter Goodman. He was the man who severed the connection between his force and the Derbyshire Constabulary *Male Voice* Choir when he decided that it was not inclusive enough to allow women to join. The fact it was a male voice choir making a particular sound produced by male voices seemed to elude a guy who terrifyingly ran policing in Derbyshire. He retired weeks after his force was condemned as disgraceful by former Supreme Court Justice Jonathan Sumption for their behaviour over extreme lockdown impositions. Goodman was replaced by his deputy Rachel Swann who was in charge when her officers were 'horrified'. The police statement over the boys committing the hanging-offence of playing football included the line about the youngsters being 'irresponsible in the times we are all living through' missing the point that the real relevance of the 'times we are all living through' is the imposition of fascism enforced by psychopaths and reframed minds of police officers playing such a vital part in establishing the fascist tyranny that their own children and grandchildren will have to live in their entire lives. As a definition of insanity that is hard to beat although it might be run close by imposing masks on people that can have a serious effect on their health while wearing a face nappy all day themselves. Once again public and police do it for the same reason – the authorities tell them to and who are they to have the self-respect to say no?

## Wokers in uniform

How reframed do you have to be to arrest a *six-year-old* and take him to court for *picking a flower* while waiting for a bus? Brain dead police and officialdom did just that in North Carolina where criminal proceedings happen regularly for children under nine. Attorney Julie Boyer gave the six-year-old crayons and a colouring book

during the 'flower' hearing while the 'adults' decided his fate. County Chief District Court Judge Jay Corpening asked: 'Should a child that believes in Santa Claus, the Easter Bunny and the tooth fairy be making life-altering decisions?' Well, of course not, but common sense has no meaning when you have a common purpose and a reframed mind. Treating children in this way, and police operating in American schools, is all part of the psychological preparation for children to accept a police state as normal all their adult lives. The same goes for all the cameras and biometric tracking technology in schools. Police training is focused on reframing them as snowflake Wokers and this is happening in the military. Pentagon top brass said that 'training sessions on extremism' were needed for troops who asked why they were so focused on the Capitol Building riot when Black Lives Matter riots were ignored. What's the difference between them some apparently and rightly asked. Actually, there is a difference. Five people died in the Capitol riot, only one through violence, and that was a police officer shooting an unarmed protestor. BLM riots killed at least 25 people and cost billions. Asking the question prompted the psychopaths and reframed minds that run the Pentagon to say that more 'education' (programming) was needed. Troop training is all based on psychological programming to make them fodder for the Cult – 'Military men are just dumb, stupid animals to be used as pawns in foreign policy' as Cult-to-his-DNA former Secretary of State Henry Kissinger famously said. Governments see the police in similar terms and it's time for those among them who can see this to defend the people and stop being enforcers of the Cult agenda upon the people.

The US military, like the country itself, is being targeted for destruction through a long list of Woke impositions. Cult-owned gaga 'President' Biden signed an executive order when he took office to allow taxpayer money to pay for transgender surgery for active military personnel and veterans. Are you a man soldier? No, I'm a LGBTQIA+ with a hint of Skoliosexual and Spectrasexual. Oh, good man. Bad choice of words you bigot. The Pentagon announced in March, 2021, the appointment of the first 'diversity and inclusion

officer' for US Special Forces. Richard Torres-Estrada arrived with the publication of a 'D&I Strategic Plan which will guide the enterprise-wide effort to institutionalize and sustain D&I'. If you think a Special Forces 'Strategic Plan' should have something to do with defending America you haven't been paying attention. Defending Woke is now the military's new role. Torres-Estrada has posted images comparing Donald Trump with Adolf Hitler and we can expect no bias from him as a representative of the supposedly non-political Pentagon. Cable news host Tucker Carlson said: 'The Pentagon is now the Yale faculty lounge but with cruise missiles.' Meanwhile Secretary of Defense Lloyd Austin, a board member of weapons-maker Raytheon with stock and compensation interests in October, 2020, worth $1.4 million, said he was purging the military of the 'enemy within' – anyone who isn't Woke and supports Donald Trump. Austin refers to his targets as 'racist extremists' while in true Woke fashion being himself a racist extremist. Pentagon documents pledge to 'eradicate, eliminate and conquer all forms of racism, sexism and homophobia'. The definitions of these are decided by 'diversity and inclusion committees' peopled by those who see racism, sexism and homophobia in every situation and opinion. Woke (the Cult) is dismantling the US military and purging testosterone as China expands its military and gives its troops 'masculinity training'. How do we think that is going to end when this is all Cult coordinated? The US military, like the British military, is controlled by Woke and spineless top brass who just go along with it out of personal career interests.

## 'Woke' means fast asleep

Mind control and perception manipulation techniques used on individuals to create group-think have been unleashed on the global population in general. As a result many have no capacity to see the obvious fascist agenda being installed all around them or what 'Covid' is really all about. Their brains are firewalled like a computer system not to process certain concepts, thoughts and realisations that are bad for the Cult. The young are most targeted as the adults they

will be when the whole fascist global state is planned to be fully implemented. They need to be prepared for total compliance to eliminate all pushback from entire generations. The Cult has been pouring billions into taking complete control of 'education' from schools to universities via its operatives and corporations and not least Bill Gates as always. The plan has been to transform 'education' institutions into programming centres for the mentality of 'Woke'. James McConnell, professor of psychology at the University of Michigan, wrote in *Psychology Today* in 1970:

> The day has come when we can combine sensory deprivation with drugs, hypnosis, and astute manipulation of reward and punishment, to gain almost absolute control over an individual's behaviour. It should then be possible to achieve a very rapid and highly effective type of brainwashing that would allow us to make dramatic changes in a person's behaviour and personality ...
>
> … We should reshape society so that we all would be trained from birth to want to do what society wants us to do. We have the techniques to do it... no-one owns his own personality you acquired, and there's no reason to believe you should have the right to refuse to acquire a new personality if your old one is anti-social.

This was the potential for mass brainwashing in 1970 and the mentality there displayed captures the arrogant psychopathy that drives it forward. I emphasise that not all young people have succumbed to Woke programming and those that haven't are incredibly impressive people given that today's young are the most perceptually-targeted generations in history with all the technology now involved. Vast swathes of the young generations, however, have fallen into the spell – and that's what it is – of Woke. The Woke mentality and perceptual program is founded on *inversion* and you will appreciate later why that is so significant. Everything with Woke is inverted and the opposite of what it is claimed to be. Woke was a term used in African-American culture from the 1900s and referred to an awareness of social and racial justice. This is not the meaning of the modern version or 'New Woke' as I call it in *The Answer*. Oh, no, Woke today means something very different no matter how much Wokers may seek to hide that and insist Old Woke and New

Woke are the same. See if you find any 'awareness of social justice' here in the modern variety:

- Woke demands 'inclusivity' while excluding anyone with a different opinion and calls for mass censorship to silence other views.

- Woke claims to stand against oppression when imposing oppression is the foundation of all that it does. It is the driver of political correctness which is nothing more than a Cult invention to manipulate the population to silence itself.

- Woke believes itself to be 'liberal' while pursuing a global society that can only be described as fascist (see 'anti-fascist' fascist Antifa).

- Woke calls for 'social justice' while spreading injustice wherever it goes against the common 'enemy' which can be easily identified as a differing view.

- Woke is supposed to be a metaphor for 'awake' when it is solid-gold asleep and deep in a Cult-induced coma that meets the criteria for 'off with the fairies'.

I state these points as obvious facts if people only care to look. I don't do this with a sense of condemnation. We need to appreciate that the onslaught of perceptual programming on the young has been incessant and merciless. I can understand why so many have been reframed, or, given their youth, framed from the start to see the world as the Cult demands. The Cult has had access to their minds day after day in its 'education' system for their entire formative years. Perception is formed from information received and the Cult-created system is a life-long download of information delivered to elicit a particular perception, thus behaviour. The more this has expanded into still new extremes in recent decades and ever-increasing censorship has deleted other opinions and information why wouldn't that lead to a perceptual reframing on a mass scale? I

have described already cradle-to-grave programming and in more recent times the targeting of young minds from birth to adulthood has entered the stratosphere. This has taken the form of skewing what is 'taught' to fit the Cult agenda and the omnipresent techniques of group-think to isolate non-believers and pressure them into line. There has always been a tendency to follow the herd, but we really are in a new world now in relation to that. We have parents who can see the 'Covid' hoax told by their children not to stop them wearing masks at school, being 'Covid' tested or having the 'vaccine' in fear of the peer-pressure consequences of being different. What is 'peer-pressure' if not pressure to conform to group-think? Renegade Minds never group-think and always retain a set of perceptions that are unique to them. Group-think is always underpinned by consequences for not group-thinking. Abuse now aimed at those refusing DNA-manipulating 'Covid vaccines' are a potent example of this. The biggest pressure to conform comes from the very group which is itself being manipulated. 'I am programmed to be part of a hive mind and so you must be.'

Woke control structures in 'education' now apply to every mainstream organisation. Those at the top of the 'education' hierarchy (the Cult) decide the policy. This is imposed on governments through the Cult network; governments impose it on schools, colleges and universities; their leadership impose the policy on teachers and academics and they impose it on children and students. At any level where there is resistance, perhaps from a teacher or university lecturer, they are targeted by the authorities and often fired. Students themselves regularly demand the dismissal of academics (increasingly few) at odds with the narrative that the students have been programmed to believe in. It is quite a thought that students who are being targeted by the Cult become so consumed by programmed group-think that they launch protests and demand the removal of those who are trying to push back against those targeting the students. Such is the scale of perceptual inversion. We see this with 'Covid' programming as the Cult imposes the rules via psycho-psychologists and governments on

shops, transport companies and businesses which impose them on their staff who impose them on their customers who pressure Pushbackers to conform to the will of the Cult which is in the process of destroying them and their families. Scan all aspects of society and you will see the same sequence every time.

## Fact free Woke and hijacking the 'left'

There is no more potent example of this than 'Woke', a mentality only made possible by the deletion of factual evidence by an 'education' system seeking to produce an ever more uniform society. Why would you bother with facts when you don't know any? Deletion of credible history both in volume and type is highly relevant. Orwell said: 'Who controls the past controls the future: who controls the present controls the past.' They who control the perception of the past control the perception of the future and they who control the present control the perception of the past through the writing and deleting of history. Why would you oppose the imposition of Marxism in the name of Wokeism when you don't know that Marxism cost at least 100 million lives in the 20th century alone? Watch videos and read reports in which Woker generations are asked basic historical questions – it's mind-blowing. A survey of 2,000 people found that six percent of millennials (born approximately early1980s to early 2000s) believed the Second World War (1939-1945) broke out with the assassination of President Kennedy (in 1963) and one in ten thought Margaret Thatcher was British Prime Minister at the time. She was in office between 1979 and 1990. We are in a post-fact society. Provable facts are no defence against the fascism of political correctness or Silicon Valley censorship. Facts don't matter anymore as we have witnessed with the 'Covid' hoax. Sacrificing uniqueness to the Woke group-think religion is all you are required to do and that means thinking for yourself is the biggest Woke no, no. All religions are an expression of group-think and censorship and Woke is just another religion with an orthodoxy defended by group-think and censorship. Burned at

the stake becomes burned on Twitter which leads back eventually to burned at the stake as Woke humanity regresses to ages past.

The biggest Woke inversion of all is its creators and funders. I grew up in a traditional left of centre political household on a council estate in Leicester in the 1950s and 60s – you know, the left that challenged the power of wealth-hoarding elites and threats to freedom of speech and opinion. In those days students went on marches defending freedom of speech while today's Wokers march for its deletion. What on earth could have happened? Those very elites (collectively the Cult) that we opposed in my youth and early life have funded into existence the antithesis of that former left and hijacked the 'brand' while inverting everything it ever stood for. We have a mentality that calls itself 'liberal' and 'progressive' while acting like fascists. Cult billionaires and their corporations have funded themselves into control of 'education' to ensure that Woke programming is unceasing throughout the formative years of children and young people and that non-Wokers are isolated (that word again) whether they be students, teachers or college professors. The Cult has funded into existence the now colossal global network of Woke organisations that have spawned and promoted all the 'causes' on the Cult wish-list for global transformation and turned Wokers into demanders of them. Does anyone really think it's a coincidence that the Cult agenda for humanity is a carbon (sorry) copy of the societal transformations desired by Woke?? These are only some of them:

**Political correctness:** The means by which the Cult deletes all public debates that it knows it cannot win if we had the free-flow of information and evidence.

**Human-caused 'climate change':** The means by which the Cult seeks to transform society into a globally-controlled dictatorship imposing its will over the fine detail of everyone's lives 'to save the planet' which doesn't actually need saving.

**Transgender obsession:** Preparing collective perception to accept the 'new human' which would not have genders because it would be created technologically and not through procreation. I'll have much more on this in Human 2.0.

**Race obsession:** The means by which the Cult seeks to divide and rule the population by triggering racial division through the perception that society is more racist than ever when the opposite is the case. Is it perfect in that regard? No. But to compare today with the racism of apartheid and segregation brought to an end by the civil rights movement in the 1960s is to insult the memory of that movement and inspirations like Martin Luther King. Why is the 'anti-racism' industry (which it is) so dominated by privileged white people?

**White supremacy:** This is a label used by privileged white people to demonise poor and deprived white people pushing back on tyranny to marginalise and destroy them. White people are being especially targeted as the dominant race by number within Western society which the Cult seeks to transform in its image. If you want to change a society you must weaken and undermine its biggest group and once you have done that by using the other groups you next turn on them to do the same … 'Then they came for the Jews and I was not a Jew so I did nothing.'

**Mass migration:** The mass movement of people from the Middle East, Africa and Asia into Europe, from the south into the United States and from Asia into Australia are another way the Cult seeks to dilute the racial, cultural and political influence of white people on Western society. White people ask why their governments appear to be working against them while being politically and culturally biased towards incoming cultures. Well, here's your answer. In the same way sexually 'straight' people, men and women, ask why the

authorities are biased against them in favour of other sexualities. The answer is the same – that's the way the Cult wants it to be for very sinister motives.

These are all central parts of the Cult agenda and central parts of the Woke agenda and Woke was created and continues to be funded to an immense degree by Cult billionaires and corporations. If anyone begins to say 'coincidence' the syllables should stick in their throat.

## Billionaire 'social justice warriors'

Joe Biden is a 100 percent-owned asset of the Cult and the Wokers' man in the White House whenever he can remember his name and for however long he lasts with his rapidly diminishing cognitive function. Even walking up the steps of an aircraft without falling on his arse would appear to be a challenge. He's not an empty-shell puppet or anything. From the minute Biden took office (or the Cult did) he began his executive orders promoting the Woke wish-list. You will see the Woke agenda imposed ever more severely because it's really the *Cult* agenda. Woke organisations and activist networks spawned by the Cult are funded to the extreme so long as they promote what the Cult wants to happen. Woke is funded to promote 'social justice' by billionaires who become billionaires by destroying social justice. The social justice mantra is only a cover for dismantling social justice and funded by billionaires that couldn't give a damn about social justice. Everything makes sense when you see that. One of Woke's premier funders is Cult billionaire financier George Soros who said: 'I am basically there to make money, I cannot and do not look at the social consequences of what I do.' This is the same Soros who has given more than $32 billion to his Open Society Foundations global Woke network and funded Black Lives Matter, mass immigration into Europe and the United States, transgender activism, climate change activism, political correctness and groups targeting 'white supremacy' in the form of privileged white thugs that dominate Antifa. What a scam it all is and when

you are dealing with the unquestioning fact-free zone of Woke scamming them is child's play. All you need to pull it off in all these organisations are a few in-the-know agents of the Cult and an army of naïve, reframed, uninformed, narcissistic, know-nothings convinced of their own self-righteousness, self-purity and virtue.

Soros and fellow billionaires and billionaire corporations have poured hundreds of millions into Black Lives Matter and connected groups and promoted them to a global audience. None of this is motivated by caring about black people. These are the billionaires that have controlled and exploited a system that leaves millions of black people in abject poverty and deprivation which they do absolutely nothing to address. The same Cult networks funding BLM were behind the *slave trade!* Black Lives Matter hijacked a phrase that few would challenge and they have turned this laudable concept into a political weapon to divide society. You know that BLM is a fraud when it claims that *All* Lives Matter, the most inclusive statement of all, is 'racist'. BLM and its Cult masters don't want to end racism. To them it's a means to an end to control all of humanity never mind the colour, creed, culture or background. What has destroying the nuclear family got to do with ending racism? Nothing – but that is one of the goals of BLM and also happens to be a goal of the Cult as I have been exposing in my books for decades. Stealing children from loving parents and giving schools ever more power to override parents is part of that same agenda. BLM is a Marxist organisation and why would that not be the case when the Cult created Marxism *and* BLM? Patrisse Cullors, a BLM co-founder, said in a 2015 video that she and her fellow organisers, including co-founder Alicia Garza, are 'trained Marxists'. The lady known after marriage as Patrisse Khan-Cullors bought a $1.4 million home in 2021 in one of the whitest areas of California with a black population of just 1.6 per cent and has so far bought *four* high-end homes for a total of $3.2 million. How very Marxist. There must be a bit of spare in the BLM coffers, however, when Cult corporations and billionaires have handed over the best part of $100 million. Many black people can see that Black Lives Matter is not

working for them, but against them, and this is still more confirmation. Black journalist Jason Whitlock, who had his account suspended by Twitter for simply linking to the story about the 'Marxist's' home buying spree, said that BLM leaders are 'making millions of dollars off the backs of these dead black men who they wouldn't spit on if they were on fire and alive'.

## Black Lies Matter

Cult assets and agencies came together to promote BLM in the wake of the death of career criminal George Floyd who had been jailed a number of times including for forcing his way into the home of a black woman with others in a raid in which a gun was pointed at her stomach. Floyd was filmed being held in a Minneapolis street in 2020 with the knee of a police officer on his neck and he subsequently died. It was an appalling thing for the officer to do, but the same technique has been used by police on peaceful protestors of lockdown without any outcry from the Woke brigade. As unquestioning supporters of the Cult agenda Wokers have supported lockdown and all the 'Covid' claptrap while attacking anyone standing up to the tyranny imposed in its name. Court documents would later include details of an autopsy on Floyd by County Medical Examiner Dr Andrew Baker who concluded that Floyd had taken a fatal level of the drug fentanyl. None of this mattered to fact-free, question-free, Woke. Floyd's death was followed by worldwide protests against police brutality amid calls to defund the police. Throwing babies out with the bathwater is a Woke speciality. In the wake of the murder of British woman Sarah Everard a Green Party member of the House of Lords, Baroness Jones of Moulescoomb (Nincompoopia would have been better), called for a 6pm curfew for all men. This would be in breach of the Geneva Conventions on war crimes which ban collective punishment, but that would never have crossed the black and white Woke mind of Baroness Nincompoopia who would have been far too convinced of her own self-righteousness to compute such details. Many American cities did defund the police in the face of Floyd riots

and after $15 million was deleted from the police budget in Washington DC under useless Woke mayor Muriel Bowser car-jacking alone rose by 300 percent and within six months the US capital recorded its highest murder rate in 15 years. The same happened in Chicago and other cities in line with the Cult/Soros plan to bring fear to streets and neighbourhoods by reducing the police, releasing violent criminals and not prosecuting crime. This is the mob-rule agenda that I have warned in the books was coming for so long. Shootings in the area of Minneapolis where Floyd was arrested increased by 2,500 percent compared with the year before. Defunding the police over George Floyd has led to a big increase in dead people with many of them black. Police protection for politicians making these decisions stayed the same or increased as you would expect from professional hypocrites. The Cult doesn't actually want to abolish the police. It wants to abolish local control over the police and hand it to federal government as the psychopaths advance the Hunger Games Society. Many George Floyd protests turned into violent riots with black stores and businesses destroyed by fire and looting across America fuelled by Black Lives Matter. Woke doesn't do irony. If you want civil rights you must loot the liquor store and the supermarket and make off with a smart TV. It's the only way.

## It's not a race war – it's a class war

Black people are patronised by privileged blacks and whites alike and told they are victims of white supremacy. I find it extraordinary to watch privileged blacks supporting the very system and bloodline networks behind the slave trade and parroting the same Cult-serving manipulative crap of their privileged white, often billionaire, associates. It is indeed not a race war but a class war and colour is just a diversion. Black Senator Cory Booker and black Congresswoman Maxine Waters, more residents of Nincompoopia, personify this. Once you tell people they are victims of someone else you devalue both their own responsibility for their plight and the power they have to impact on their reality and experience. Instead

we have: 'You are only in your situation because of whitey – turn on them and everything will change.' It won't change. Nothing changes in our lives unless *we* change it. Crucial to that is never seeing yourself as a victim and always as the creator of your reality. Life is a simple sequence of choice and consequence. Make different choices and you create different consequences. *You* have to make those choices – not Black Lives Matter, the Woke Mafia and anyone else that seeks to dictate your life. Who are they these Wokers, an emotional and psychological road traffic accident, to tell you what to do? Personal empowerment is the last thing the Cult and its Black Lives Matter want black people or anyone else to have. They claim to be defending the underdog while *creating* and perpetuating the underdog. The Cult's worst nightmare is human unity and if they are going to keep blacks, whites and every other race under economic servitude and control then the focus must be diverted from what they have in common to what they can be manipulated to believe divides them. Blacks have to be told that their poverty and plight is the fault of the white bloke living on the street in the same poverty and with the same plight they are experiencing. The difference is that your plight black people is due to him, a white supremacist with 'white privilege' living on the street. Don't unite as one human family against your mutual oppressors and suppressors – fight the oppressor with the white face who is as financially deprived as you are. The Cult knows that as its 'Covid' agenda moves into still new levels of extremism people are going to respond and it has been spreading the seeds of disunity everywhere to stop a united response to the evil that targets *all of us*.

Racist attacks on 'whiteness' are getting ever more outrageous and especially through the American Democratic Party which has an appalling history for anti-black racism. Barack Obama, Joe Biden, Hillary Clinton and Nancy Pelosi all eulogised about Senator Robert Byrd at his funeral in 2010 after a nearly 60-year career in Congress. Byrd was a brutal Ku Klux Klan racist and a violent abuser of Cathy O'Brien in MKUltra. He said he would never fight in the military 'with a negro by my side' and 'rather I should die a thousand times,

and see Old Glory trampled in the dirt never to rise again, than to see this beloved land of ours become degraded by race mongrels, a throwback to the blackest specimen from the wilds'. Biden called Byrd a 'very close friend and mentor'. These 'Woke' hypocrites are not anti-racist they are anti-poor and anti-people not of their perceived class. Here is an illustration of the scale of anti-white racism to which we have now descended. Seriously Woke and moronic *New York Times* contributor Damon Young described whiteness as a 'virus' that 'like other viruses will not die until there are no bodies left for it to infect'. He went on: '… the only way to stop it is to locate it, isolate it, extract it, and kill it.' Young can say that as a black man with no consequences when a white man saying the same in reverse would be facing a jail sentence. *That's* racism. We had super-Woke numbskull senators Tammy Duckworth and Mazie Hirono saying they would object to future Biden Cabinet appointments if he did not nominate more Asian Americans and Pacific Islanders. Never mind the ability of the candidate what do they look like? Duckworth said: 'I will vote for racial minorities and I will vote for LGBTQ, but anyone else I'm not voting for.' Appointing people on the grounds of race is illegal, but that was not a problem for this ludicrous pair. They were on-message and that's a free pass in any situation.

## Critical race racism

White children are told at school they are intrinsically racist as they are taught the divisive 'critical race theory'. This claims that the law and legal institutions are inherently racist and that race is a socially constructed concept used by white people to further their economic and political interests at the expense of people of colour. White is a 'virus' as we've seen. Racial inequality results from 'social, economic, and legal differences that white people create between races to maintain white interests which leads to poverty and criminality in minority communities'. I must tell that to the white guy sleeping on the street. The principal of East Side Community School in New York sent white parents a manifesto that called on

them to become 'white traitors' and advocate for full 'white abolition'. These people are teaching your kids when they urgently need a psychiatrist. The 'school' included a chart with 'eight white identities' that ranged from 'white supremacist' to 'white abolition' and defined the behaviour white people must follow to end 'the regime of whiteness'. Woke blacks and their privileged white associates are acting exactly like the slave owners of old and Ku Klux Klan racists like Robert Byrd. They are too full of their own self-purity to see that, but it's true. Racism is not a body type; it's a state of mind that can manifest through any colour, creed or culture.

Another racial fraud is *'equity'*. Not equality of treatment and opportunity – equity. It's a term spun as equality when it means something very different. Equality in its true sense is a raising up while 'equity' is a race to the bottom. Everyone in the same level of poverty is 'equity'. Keep everyone down – that's equity. The Cult doesn't want anyone in the human family to be empowered and BLM leaders, like all these 'anti-racist' organisations, continue their privileged, pampered existence by perpetuating the perception of gathering racism. When is the last time you heard an 'anti-racist' or 'anti-Semitism' organisation say that acts of racism and discrimination have *fallen?* It's not in the interests of their fund-raising and power to influence and the same goes for the professional soccer anti-racism operation, Kick It Out. Two things confirmed that the Black Lives Matter riots in the summer of 2020 were Cult creations. One was that while anti-lockdown protests were condemned in this same period for 'transmitting 'Covid' the authorities supported mass gatherings of Black Lives Matter supporters. I even saw self-deluding people claiming to be doctors say the two types of protest were not the same. No – the non-existent 'Covid' was in favour of lockdowns and attacked those that protested against them while 'Covid' supported Black Lives Matter and kept well away from its protests. The whole thing was a joke and as lockdown protestors were arrested, often brutally, by reframed Face-Nappies we had the grotesque sight of police officers taking the knee to Black Lives Matter, a Cult-funded Marxist

organisation that supports violent riots and wants to destroy the nuclear family and white people.

## He's not white? Shucks!

Woke obsession with race was on display again when ten people were shot dead in Boulder, Colorado, in March, 2021. Cult-owned Woke TV channels like CNN said the shooter appeared to be a white man and Wokers were on Twitter condemning 'violent white men' with the usual mantras. Then the shooter's name was released as Ahmad Al Aliwi Alissa, an anti-Trump Arab-American, and the sigh of disappointment could be heard five miles away. Never mind that ten people were dead and what that meant for their families. Race baiting was all that mattered to these sick Cult-serving people like Barack Obama who exploited the deaths to further divide America on racial grounds which is his job for the Cult. This is the man that 'racist' white Americans made the first black president of the United States and then gave him a second term. Not-very-bright Obama has become filthy rich on the back of that and today appears to have a big influence on the Biden administration. Even so he's still a downtrodden black man and a victim of white supremacy. This disingenuous fraud reveals the contempt he has for black people when he puts on a Deep South Alabama accent whenever he talks to them, no, *at* them.

Another BLM red flag was how the now fully-Woke (fully-Cult) and fully-virtue-signalled professional soccer authorities had their teams taking the knee before every match in support of Marxist Black Lives Matter. Soccer authorities and clubs displayed 'Black Lives Matter' on the players' shirts and flashed the name on electronic billboards around the pitch. Any fans that condemned what is a Freemasonic taking-the-knee ritual were widely condemned as you would expect from the Woke virtue-signallers of professional sport and the now fully-Woke media. We have reverse racism in which you are banned from criticising any race or culture except for white people for whom anything goes – say what you like, no problem. What has this got to do with racial harmony and

equality? We've had black supremacists from Black Lives Matter telling white people to fall to their knees in the street and apologise for their white supremacy. Black supremacists acting like white supremacist slave owners of the past couldn't breach their self-obsessed, race-obsessed sense of self-purity. Joe Biden appointed a race-obsessed black supremacist Kristen Clarke to head the Justice Department Civil Rights Division. Clarke claimed that blacks are endowed with 'greater mental, physical and spiritual abilities' than whites. If anyone reversed that statement they would be vilified. Clarke is on-message so no problem. She's never seen a black-white situation in which the black figure is anything but a virtuous victim and she heads the Civil Rights Division which should treat everyone the same or it isn't civil rights. Another perception of the Renegade Mind: If something or someone is part of the Cult agenda they will be supported by Woke governments and media no matter what. If they're not, they will be condemned and censored. It really is that simple and so racist Clarke prospers despite (make that because of) her racism.

## The end of culture

Biden's administration is full of such racial, cultural and economic bias as the Cult requires the human family to be divided into warring factions. We are now seeing racially-segregated graduations and everything, but everything, is defined through the lens of perceived 'racism. We have 'racist' mathematics, 'racist' food and even 'racist' *plants*. World famous Kew Gardens in London said it was changing labels on plants and flowers to tell its pre-'Covid' more than two million visitors a year how racist they are. Kew director Richard Deverell said this was part of an effort to 'move quickly to decolonise collections' after they were approached by one Ajay Chhabra 'an actor with an insight into how sugar cane was linked to slavery'. They are *plants* you idiots. 'Decolonisation' in the Woke manual really means colonisation of society with its mentality and by extension colonisation by the Cult. We are witnessing a new Chinese-style 'Cultural Revolution' so essential to the success of all

Marxist takeovers. Our cultural past and traditions have to be swept away to allow a new culture to be built-back-better. Woke targeting of long-standing Western cultural pillars including historical monuments and cancelling of historical figures is what happened in the Mao revolution in China which 'purged remnants of capitalist and traditional elements from Chinese society' and installed Maoism as the dominant ideology'. For China see the Western world today and for 'dominant ideology' see Woke. Better still see Marxism or Maoism. The 'Covid' hoax has specifically sought to destroy the arts and all elements of Western culture from people meeting in a pub or restaurant to closing theatres, music venues, sports stadiums, places of worship and even banning *singing*. Destruction of Western society is also why criticism of any religion is banned except for Christianity which again is the dominant religion as white is the numerically-dominant race. Christianity may be fading rapidly, but its history and traditions are weaved through the fabric of Western society. Delete the pillars and other structures will follow until the whole thing collapses. I am not a Christian defending that religion when I say that. I have no religion. It's just a fact. To this end Christianity has itself been turned Woke to usher its own downfall and its ranks are awash with 'change agents' – knowing and unknowing – at every level including Pope Francis (*definitely* knowing) and the clueless Archbishop of Canterbury Justin Welby (possibly not, but who can be sure?). Woke seeks to coordinate attacks on Western culture, traditions, and ways of life through 'intersectionality' defined as 'the complex, cumulative way in which the effects of multiple forms of discrimination (such as racism, sexism, and classism) combine, overlap, or intersect especially in the experiences of marginalised individuals or groups'. Wade through the Orwellian Woke-speak and this means coordinating disparate groups in a common cause to overthrow freedom and liberal values.

The entire structure of public institutions has been infested with Woke – government at all levels, political parties, police, military, schools, universities, advertising, media and trade unions. This abomination has been achieved through the Cult web by appointing

Wokers to positions of power and battering non-Wokers into line through intimidation, isolation and threats to their job. Many have been fired in the wake of the empathy-deleted, vicious hostility of 'social justice' Wokers and the desire of gutless, spineless employers to virtue-signal their Wokeness. Corporations are filled with Wokers today, most notably those in Silicon Valley. Ironically at the top they are not Woke at all. They are only exploiting the mentality their Cult masters have created and funded to censor and enslave while the Wokers cheer them on until it's their turn. Thus the Woke 'liberal left' is an inversion of the traditional liberal left. Campaigning for justice on the grounds of power and wealth distribution has been replaced by campaigning for identity politics. The genuine traditional left would never have taken money from today's billionaire abusers of fairness and justice and nor would the billionaires have wanted to fund that genuine left. It would not have been in their interests to do so. The division of opinion in those days was between the haves and have nots. This all changed with Cult manipulated and funded identity politics. The division of opinion today is between Wokers and non-Wokers and not income brackets. Cult corporations and their billionaires may have taken wealth disparity to cataclysmic levels of injustice, but as long as they speak the language of Woke, hand out the dosh to the Woke network and censor the enemy they are 'one of us'. Billionaires who don't give a damn about injustice are laughing at them till their bellies hurt. Wokers are not even close to self-aware enough to see that. The transformed 'left' dynamic means that Wokers who drone on about 'social justice' are funded by billionaires that have destroyed social justice the world over. It's *why* they are billionaires.

## The climate con

Nothing encapsulates what I have said more comprehensively than the hoax of human-caused global warming. I have detailed in my books over the years how Cult operatives and organisations were the pump-primers from the start of the climate con. A purpose-built vehicle for this is the Club of Rome established by the Cult in 1968

with the Rockefellers and Rothschilds centrally involved all along. Their gofer frontman Maurice Strong, a Canadian oil millionaire, hosted the Earth Summit in Rio de Janeiro, Brazil, in 1992 where the global 'green movement' really expanded in earnest under the guiding hand of the Cult. The Earth Summit established Agenda 21 through the Cult-created-and-owned United Nations to use the illusion of human-caused climate change to justify the transformation of global society to save the world from climate disaster. It is a No-Problem-Reaction-Solution sold through governments, media, schools and universities as whole generations have been terrified into believing that the world was going to end in their lifetimes unless what old people had inflicted upon them was stopped by a complete restructuring of how everything is done. Chill, kids, it's all a hoax. Such restructuring is precisely what the Cult agenda demands (purely by coincidence of course). Today this has been given the codename of the Great Reset which is only an updated term for Agenda 21 and its associated Agenda 2030. The latter, too, is administered through the UN and was voted into being by the General Assembly in 2015. Both 21 and 2030 seek centralised control of all resources and food right down to the raindrops falling on your own land. These are some of the demands of Agenda 21 established in 1992. See if you recognise this society emerging today:

- End national sovereignty
- State planning and management of all land resources, ecosystems, deserts, forests, mountains, oceans and fresh water; agriculture; rural development; biotechnology; and ensuring *'equity'*
- The state to 'define the role' of business and financial resources
- Abolition of private property
- 'Restructuring' the family unit (see BLM)
- Children raised by the state
- People told what their job will be
- Major restrictions on movement
- Creation of 'human settlement zones'

- Mass resettlement as people are forced to vacate land where they live
- Dumbing down education
- Mass global depopulation in pursuit of all the above

The United Nations was created as a Trojan horse for world government. With the climate con of critical importance to promoting that outcome you would expect the UN to be involved. Oh, it's involved all right. The UN is promoting Agenda 21 and Agenda 2030 justified by 'climate change' while also driving the climate hoax through its Intergovernmental Panel on Climate Change (IPCC), one of the world's most corrupt organisations. The IPCC has been lying ferociously and constantly since the day it opened its doors with the global media hanging unquestioningly on its every mendacious word. The Green movement is entirely Woke and has long lost its original environmental focus since it was co-opted by the Cult. An obsession with 'global warming' has deleted its values and scrambled its head. I experienced a small example of what I mean on a beautiful country walk that I have enjoyed several times a week for many years. The path merged into the fields and forests and you felt at one with the natural world. Then a 'Green' organisation, the Hampshire and Isle of Wight Wildlife Trust, took over part of the land and proceeded to cut down a large number of trees, including mature ones, to install a horrible big, bright steel 'this-is-ours-stay-out' fence that destroyed the whole atmosphere of this beautiful place. No one with a feel for nature would do that. Day after day I walked to the sound of chainsaws and a magnificent mature weeping willow tree that I so admired was cut down at the base of the trunk. When I challenged a Woke young girl in a green shirt (of course) about this vandalism she replied: 'It's a weeping willow – it will grow back.' This is what people are paying for when they donate to the Hampshire and Isle of Wight Wildlife Trust and many other 'green' organisations today. It is not the environmental movement that I knew and instead has become a support-system – as with Extinction Rebellion – for a very dark agenda.

## Private jets for climate justice

The Cult-owned, Gates-funded, World Economic Forum and its founder Klaus Schwab were behind the emergence of Greta Thunberg to harness the young behind the climate agenda and she was invited to speak to the world at … the UN. Schwab published a book, *Covid-19: The Great Reset* in 2020 in which he used the 'Covid' hoax and the climate hoax to lay out a new society straight out of Agenda 21 and Agenda 2030. Bill Gates followed in early 2021 when he took time out from destroying the world to produce a book in his name about the way to save it. Gates flies across the world in private jets and admitted that 'I probably have one of the highest greenhouse gas footprints of anyone on the planet … my personal flying alone is gigantic.' He has also bid for the planet's biggest private jet operator. Other climate change saviours who fly in private jets include John Kerry, the US Special Presidential Envoy for Climate, and actor Leonardo DiCaprio, a 'UN Messenger of Peace with special focus on climate change'. These people are so full of bullshit they could corner the market in manure. We mustn't be sceptical, though, because the Gates book, *How to Avoid a Climate Disaster: The Solutions We Have and the Breakthroughs We Need*, is a genuine attempt to protect the world and not an obvious pile of excrement attributed to a mega-psychopath aimed at selling his masters' plans for humanity. The Gates book and the other shite-pile by Klaus Schwab could have been written by the same person and may well have been. Both use 'climate change' and 'Covid' as the excuses for their new society and by coincidence the Cult's World Economic Forum and Bill and Melinda Gates Foundation promote the climate hoax and hosted Event 201 which pre-empted with a 'simulation' the very 'coronavirus' hoax that would be simulated for real on humanity within weeks. The British 'royal' family is promoting the 'Reset' as you would expect through Prince 'climate change caused the war in Syria' Charles and his hapless son Prince William who said that we must 'reset our relationship with nature and our trajectory as a species' to avoid a climate disaster. Amazing how many promotors of the 'Covid' and 'climate change' control

systems are connected to Gates and the World Economic Forum. A 'study' in early 2021 claimed that carbon dioxide emissions must fall by the equivalent of a global lockdown roughly every two years for the next decade to save the planet. The 'study' appeared in the same period that the Schwab mob claimed in a video that lockdowns destroying the lives of billions are good because they make the earth 'quieter' with less 'ambient noise'. They took down the video amid a public backlash for such arrogant, empathy-deleted stupidity You see, however, where they are going with this. Corinne Le Quéré, a professor at the Tyndall Centre for Climate Change Research, University of East Anglia, was lead author of the climate lockdown study, and she writes for … the World Economic Forum. Gates calls in 'his' book for changing 'every aspect of the economy' (long-time Cult agenda) and for humans to eat synthetic 'meat' (predicted in my books) while cows and other farm animals are eliminated. Australian TV host and commentator Alan Jones described what carbon emission targets would mean for farm animals in Australia alone if emissions were reduced as demanded by 35 percent by 2030 and zero by 2050:

Well, let's take agriculture, the total emissions from agriculture are about 75 million tonnes of carbon dioxide, equivalent. Now reduce that by 35 percent and you have to come down to 50 million tonnes, I've done the maths. So if you take for example 1.5 million cows, you're going to have to reduce the herd by 525,000 [by] 2030, nine years, that's 58,000 cows a year. The beef herd's 30 million, reduce that by 35 percent, that's 10.5 million, which means 1.2 million cattle have to go every year between now and 2030. This is insanity!

There are 75 million sheep. Reduce that by 35 percent, that's 26 million sheep, that's almost 3 million a year. So under the Paris Agreement over 30 million beasts. dairy cows, cattle, pigs and sheep would go. More than 8,000 every minute of every hour for the next decade, do these people know what they're talking about?

Clearly they don't at the level of campaigners, politicians and administrators. The Cult *does* know; that's the outcome it wants. We are faced with not just a war on humanity. Animals and the natural world are being targeted and I have been saying since the 'Covid' hoax began that the plan eventually was to claim that the 'deadly virus' is able to jump from animals, including farm animals and

domestic pets, to humans. Just before this book went into production came this story: 'Russia registers world's first Covid-19 vaccine for cats & dogs as makers of Sputnik V warn pets & farm animals could spread virus'. The report said 'top scientists warned that the deadly pathogen could soon begin spreading through homes and farms' and 'the next stage is the infection of farm and domestic animals'. Know the outcome and you'll see the journey. Think what that would mean for animals and keep your eye on a term called zoonosis or zoonotic diseases which transmit between animals and humans. The Cult wants to break the connection between animals and people as it does between people and people. Farm animals fit with the Cult agenda to transform food from natural to synthetic.

## The gas of life is killing us

There can be few greater examples of Cult inversion than the condemnation of carbon dioxide as a dangerous pollutant when it is the gas of life. Without it the natural world would be dead and so we would all be dead. We breathe in oxygen and breathe out carbon dioxide while plants produce oxygen and absorb carbon dioxide. It is a perfect symbiotic relationship that the Cult wants to dismantle for reasons I will come to in the final two chapters. Gates, Schwab, other Cult operatives and mindless repeaters, want the world to be 'carbon neutral' by at least 2050 and the earlier the better. 'Zero carbon' is the cry echoed by lunatics calling for 'Zero Covid' when we already have it. These carbon emission targets will deindustrialise the world in accordance with Cult plans – the post-industrial, post-democratic society – and with so-called renewables like solar and wind not coming even close to meeting human energy needs blackouts and cold are inevitable. Texans got the picture in the winter of 2021 when a snow storm stopped wind turbines and solar panels from working and the lights went down along with water which relies on electricity for its supply system. Gates wants everything to be powered by electricity to ensure that his masters have the kill switch to stop all human activity, movement, cooking, water and warmth any time they like. The climate lie is so

stupendously inverted that it claims we must urgently reduce carbon dioxide when we *don't have enough*.

Co2 in the atmosphere is a little above 400 parts per million when the optimum for plant growth is 2,000 ppm and when it falls anywhere near 150 ppm the natural world starts to die and so do we. It fell to as low as 280 ppm in an 1880 measurement in Hawaii and rose to 413 ppm in 2019 with industrialisation which is why the planet has become *greener* in the industrial period. How insane then that psychopathic madman Gates is not satisfied only with blocking the rise of Co2. He's funding technology to suck it out of the atmosphere. The reason why will become clear. The industrial era is not destroying the world through Co2 and has instead turned around a potentially disastrous ongoing fall in Co2. Greenpeace co-founder and scientist Patrick Moore walked away from Greenpeace in 1986 and has exposed the green movement for fear-mongering and lies. He said that 500 million years ago there was *17 times* more Co2 in the atmosphere than we have today and levels have been falling for hundreds of millions of years. In the last 150 million years Co2 levels in Earth's atmosphere had reduced by *90 percent*. Moore said that by the time humanity began to unlock carbon dioxide from fossil fuels we were at '38 seconds to midnight' and in that sense: 'Humans are [the Earth's] salvation.' Moore made the point that only half the Co2 emitted by fossil fuels stays in the atmosphere and we should remember that all pollution pouring from chimneys that we are told is carbon dioxide is in fact nothing of the kind. It's pollution. Carbon dioxide is an invisible gas.

William Happer, Professor of Physics at Princeton University and long-time government adviser on climate, has emphasised the Co2 deficiency for maximum growth and food production. Greenhouse growers don't add carbon dioxide for a bit of fun. He said that most of the warming in the last 100 years, after the earth emerged from the super-cold period of the 'Little Ice Age' into a natural warming cycle, was over by 1940. Happer said that a peak year for warming in 1988 can be explained by a 'monster El Nino' which is a natural and cyclical warming of the Pacific that has nothing to do with 'climate

change'. He said the effect of Co2 could be compared to painting a wall with red paint in that once two or three coats have been applied it didn't matter how much more you slapped on because the wall will not get much redder. Almost all the effect of the rise in Co2 has already happened, he said, and the volume in the atmosphere would now have to *double* to increase temperature by a single degree. Climate hoaxers know this and they have invented the most ridiculously complicated series of 'feedback' loops to try to overcome this rather devastating fact. You hear puppet Greta going on cluelessly about feedback loops and this is why.

## The Sun affects temperature? No you *climate denier*

Some other nonsense to contemplate: Climate graphs show that rises in temperature do not follow rises in Co2 – *it's the other way round* with a lag between the two of some 800 years. If we go back 800 years from present time we hit the Medieval Warm Period when temperatures were higher than now without any industrialisation and this was followed by the Little Ice Age when temperatures plummeted. The world was still emerging from these centuries of serious cold when many climate records began which makes the ever-repeated line of the 'hottest year since records began' meaningless when you are not comparing like with like. The coldest period of the Little Ice Age corresponded with the lowest period of sunspot activity when the Sun was at its least active. Proper scientists will not be at all surprised by this when it confirms the obvious fact that earth temperature is affected by the scale of Sun activity and the energetic power that it subsequently emits; but when is the last time you heard a climate hoaxer talking about the Sun as a source of earth temperature?? Everything has to be focussed on Co2 which makes up just 0.117 percent of so-called greenhouse gases and only a fraction of even that is generated by human activity. The rest is natural. More than *90 percent* of those greenhouse gases are water vapour and clouds (Fig 9). Ban moisture I say. Have you noticed that the climate hoaxers no longer use the polar bear as their promotion image? That's because far from becoming extinct polar

bear communities are stable or thriving. Joe Bastardi, American meteorologist, weather forecaster and outspoken critic of the climate lie, documents in his book *The Climate Chronicles* how weather patterns and events claimed to be evidence of climate change have been happening since long before industrialisation: 'What happened before naturally is happening again, as is to be expected given the cyclical nature of the climate due to the design of the planet.' If you read the detailed background to the climate hoax in my other books you will shake your head and wonder how anyone could believe the crap which has spawned a multi-trillion dollar industry based on absolute garbage (see HIV causes AIDs and Sars-Cov-2 causes 'Covid-19'). Climate and 'Covid' have much in common given they have the same source. They both have the contradictory *everything* factor in which everything is explained by reference to them. It's hot – 'it's climate change'. It's cold – 'it's climate change'. I got a sniffle – 'it's Covid'. I haven't got a sniffle – 'it's Covid'. Not having a sniffle has to be a symptom of 'Covid'. Everything is and not having a sniffle is especially dangerous if you are a slow walker. For sheer audacity I offer you a Cambridge University 'study' that actually linked 'Covid' to 'climate change'. It had to happen eventually. They concluded that climate change played a role in 'Covid-19' spreading from animals to humans because … wait for it … I kid you not … *the two groups were forced closer together as populations grow*. Er, that's it. The whole foundation on which this depended was that 'Bats are the likely zoonotic origin of SARS-CoV-1 and SARS-CoV-2'. Well, they are not. They are nothing to do with it. Apart from bats not being the origin and therefore 'climate change' effects on bats being irrelevant I am in awe of their academic insight. Where would we be without them? Not where we are that's for sure.

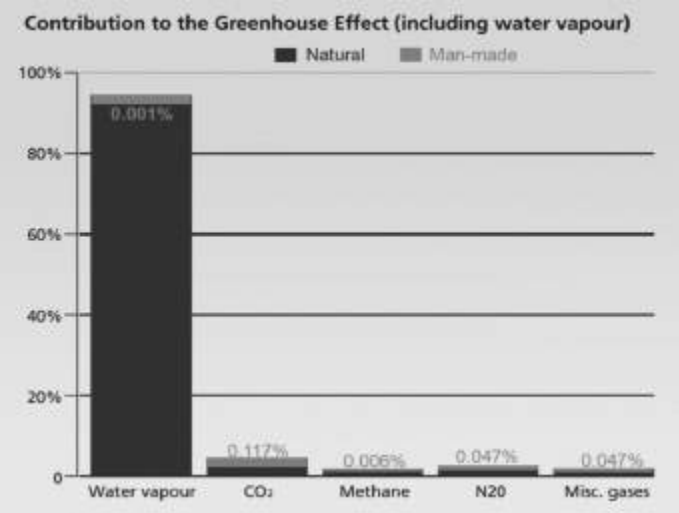



**Figure 9:** The idea that the gas of life is disastrously changing the climate is an insult to brain cell activity.

One other point about the weather is that climate modification is now well advanced and not every major weather event is natural – or earthquake come to that. I cover this subject at some length in other books. China is openly planning a rapid expansion of its weather modification programme which includes changing the climate in an area more than one and a half times the size of India. China used weather manipulation to ensure clear skies during the 2008 Olympics in Beijing. I have quoted from US military documents detailing how to employ weather manipulation as a weapon of war and they did that in the 1960s and 70s during the conflict in Vietnam with Operation Popeye manipulating monsoon rains for military purposes. Why would there be international treaties on weather modification if it wasn't possible? Of course it is. Weather is energetic information and it can be changed.

## How was the climate hoax pulled off? See 'Covid'

If you can get billions to believe in a 'virus' that doesn't exist you can get them to believe in human-caused climate change that doesn't exist. Both are being used by the Cult to transform global society in the way it has long planned. Both hoaxes have been achieved in pretty much the same way. First you declare a lie is a fact. There's a

'virus' you call SARS-Cov-2 or humans are warming the planet with their behaviour. Next this becomes, via Cult networks, the foundation of government, academic and science policy and belief. Those who parrot the mantra are given big grants to produce research that confirms the narrative is true and ever more 'symptoms' are added to make the 'virus'/'climate change' sound even more scary. Scientists and researchers who challenge the narrative have their grants withdrawn and their careers destroyed. The media promote the lie as the unquestionable truth and censor those with an alternative view or evidence. A great percentage of the population believe what they are told as the lie becomes an everybody-knows-that and the believing-masses turn on those with a mind of their own. The technique has been used endlessly throughout human history. Wokers are the biggest promotors of the climate lie *and* 'Covid' fascism because their minds are owned by the Cult; their sense of self-righteous self-purity knows no bounds; and they exist in a bubble of reality in which facts are irrelevant and only get in the way of looking without seeing.

Running through all of this like veins in a blue cheese is control of information, which means control of perception, which means control of behaviour, which collectively means control of human society. The Cult owns the global media and Silicon Valley fascists for the simple reason that it *has* to. Without control of information it can't control perception and through that human society. Examine every facet of the Cult agenda and you will see that anything supporting its introduction is never censored while anything pushing back is always censored. I say again: Psychopaths that know why they are doing this must go before Nuremberg trials and those that follow their orders must trot along behind them into the same dock. 'I was just following orders' didn't work the first time and it must not work now. Nuremberg trials must be held all over the world before public juries for politicians, government officials, police, compliant doctors, scientists and virologists, and all Cult operatives such as Gates, Tedros, Fauci, Vallance, Whitty, Ferguson, Zuckerberg, Wojcicki, Brin, Page, Dorsey, the whole damn lot of

them – including, no *especially*, the psychopath psychologists. Without them and the brainless, gutless excuses for journalists that have repeated their lies, none of this could be happening. Nobody can be allowed to escape justice for the psychological and economic Armageddon they are all responsible for visiting upon the human race.

As for the compliant, unquestioning, swathes of humanity, and the self-obsessed, all-knowing ignorance of the Wokers … don't start me. God help their kids. God help their grandkids. God *help them*.

## CHAPTER NINE

# We must have it? So what is it?

***Well I won't back down. No, I won't back down. You can stand me up at the Gates of Hell. But I won't back down***
**Tom Petty**

I will now focus on the genetically-manipulating 'Covid vaccines' which do not meet this official definition of a vaccine by the US Centers for Disease Control (CDC): 'A product that stimulates a person's immune system to produce immunity to a specific disease, protecting the person from that disease.' On that basis 'Covid vaccines' are not a vaccine in that the makers don't even claim they stop infection or transmission.

They are instead part of a multi-levelled conspiracy to change the nature of the human body and what it means to be 'human' and to depopulate an enormous swathe of humanity. What I shall call Human 1.0 is on the cusp of becoming Human 2.0 and for very sinister reasons. Before I get to the 'Covid vaccine' in detail here's some background to vaccines in general. Government regulators do not test vaccines – the makers do – and the makers control which data is revealed and which isn't. Children in America are given 50 vaccine doses by age six and 69 by age 19 and the effect of the whole combined schedule has never been tested. Autoimmune diseases when the immune system attacks its own body have soared in the mass vaccine era and so has disease in general in children and the young. Why wouldn't this be the case when vaccines target the *immune system?* The US government gave Big Pharma drug

companies immunity from prosecution for vaccine death and injury in the 1986 National Childhood Vaccine Injury Act (NCVIA) and since then the government (taxpayer) has been funding compensation for the consequences of Big Pharma vaccines. The criminal and satanic drug giants can't lose and the vaccine schedule has increased dramatically since 1986 for this reason. There is no incentive to make vaccines safe and a big incentive to make money by introducing ever more. Even against a ridiculously high bar to prove vaccine liability, and with the government controlling the hearing in which it is being challenged for compensation, the vaccine court has so far paid out more than $4 billion. These are the vaccines we are told are safe and psychopaths like Zuckerberg censor posts saying otherwise. The immunity law was even justified by a ruling that vaccines by their nature were 'unavoidably unsafe'.

Check out the ingredients of vaccines and you will be shocked if you are new to this. *They put that in children's bodies?? What??* Try aluminium, a brain toxin connected to dementia, aborted foetal tissue and formaldehyde which is used to embalm corpses. World-renowned aluminium expert Christopher Exley had his research into the health effect of aluminium in vaccines shut down by Keele University in the UK when it began taking funding from the Bill and Melinda Gates Foundation. Research when diseases 'eradicated' by vaccines began to decline and you will find the fall began long *before* the vaccine was introduced. Sometimes the fall even plateaued after the vaccine. Diseases like scarlet fever for which there was no vaccine declined in the same way because of environmental and other factors. A perfect case in point is the polio vaccine. Polio began when lead arsenate was first sprayed as an insecticide and residues remained in food products. Spraying started in 1892 and the first US polio epidemic came in Vermont in 1894. The simple answer was to stop spraying, but Rockefeller-created Big Pharma had a better idea. Polio was decreed to be caused by the *poliovirus* which 'spreads from person to person and can infect a person's spinal cord'. Lead arsenate was replaced by the lethal DDT which had the same effect of causing paralysis by damaging the brain and central nervous

system. Polio plummeted when DDT was reduced and then banned, but the vaccine is still given the credit for something it didn't do. Today by far the biggest cause of polio is the vaccines promoted by Bill Gates. Vaccine justice campaigner Robert Kennedy Jr, son of assassinated (by the Cult) US Attorney General Robert Kennedy, wrote:

> In 2017, the World Health Organization (WHO) reluctantly admitted that the global explosion in polio is predominantly vaccine strain. The most frightening epidemics in Congo, Afghanistan, and the Philippines, are all linked to vaccines. In fact, by 2018, 70% of global polio cases were vaccine strain.

Vaccines make fortunes for Cult-owned Gates and Big Pharma while undermining the health and immune systems of the population. We had a glimpse of the mentality behind the Big Pharma cartel with a report on WION (World is One News), an international English language TV station based in India, which exposed the extraordinary behaviour of US drug company Pfizer over its 'Covid vaccine'. The WION report told how Pfizer had made fantastic demands of Argentina, Brazil and other countries in return for its 'vaccine'. These included immunity from prosecution, even for Pfizer negligence, government insurance to protect Pfizer from law suits and handing over as collateral sovereign assets of the country to include Argentina's bank reserves, military bases and embassy buildings. Pfizer demanded the same of Brazil in the form of waiving sovereignty of its assets abroad; exempting Pfizer from Brazilian laws; and giving Pfizer immunity from all civil liability. This is a 'vaccine' developed with government funding. Big Pharma is evil incarnate as a creation of the Cult and all must be handed tickets to Nuremberg.

## Phantom 'vaccine' for a phantom 'disease'

I'll expose the 'Covid vaccine' fraud and then go on to the wider background of why the Cult has set out to 'vaccinate' every man, woman and child on the planet for an alleged 'new disease' with a survival rate of 99.77 percent (or more) even by the grotesquely-

manipulated figures of the World Health Organization and Johns Hopkins University. The 'infection' to 'death' ratio is 0.23 to 0.15 percent according to Stanford epidemiologist Dr John Ioannidis and while estimates vary the danger remains tiny. I say that if the truth be told the fake infection to fake death ratio is zero. Never mind all the evidence I have presented here and in *The Answer* that there is no 'virus' let us just focus for a moment on that death-rate figure of say 0.23 percent. The figure includes all those worldwide who have tested positive with a test not testing for the 'virus' and then died within 28 days or even longer of any other cause – *any other cause*. Now subtract all those illusory 'Covid' deaths on the global data sheets from the 0.23 percent. What do you think you would be left with? *Zero*. A vaccination has never been successfully developed for a so-called coronavirus. They have all failed at the animal testing stage when they caused hypersensitivity to what they were claiming to protect against and made the impact of a disease far worse. Cult-owned vaccine corporations got around that problem this time by bypassing animal trials, going straight to humans and making the length of the 'trials' before the public rollout as short as they could get away with. Normally it takes five to ten years or more to develop vaccines that still cause demonstrable harm to many people and that's without including the long-term effects that are never officially connected to the vaccination. 'Covid' non-vaccines have been officially produced and approved in a matter of months from a standing start and part of the reason is that (a) they were developed before the 'Covid' hoax began and (b) they are based on computer programs and not natural sources. Official non-trials were so short that government agencies gave *emergency*, not full, approval. 'Trials' were not even completed and full approval cannot be secured until they are. Public 'Covid vaccination' is actually a *continuation of the trial*. Drug company 'trials' are not scheduled to end until 2023 by which time a lot of people are going to be dead. Data on which government agencies gave this emergency approval was supplied by the Big Pharma corporations themselves in the form of Pfizer/BioNTech, AstraZeneca, Moderna, Johnson & Johnson, and

others, and this is the case with all vaccines. By its very nature *emergency* approval means drug companies do not have to prove that the 'vaccine' is 'safe and effective'. How could they with trials way short of complete? Government regulators only have to *believe* that they *could* be safe and effective. It is criminal manipulation to get products in circulation with no testing worth the name. Agencies giving that approval are infested with Big Pharma-connected place-people and they act in the interests of Big Pharma (the Cult) and not the public about whom they do not give a damn.

## More human lab rats

'Covid vaccines' produced in record time by Pfizer/BioNTech and Moderna employ a technique *never approved before for use on humans*. They are known as mRNA 'vaccines' and inject a synthetic version of 'viral' mRNA or 'messenger RNA'. The key is in the term 'messenger'. The body works, or doesn't, on the basis of information messaging. Communications are constantly passing between and within the genetic system and the brain. Change those messages and you change the state of the body and even its very nature and you can change psychology and behaviour by the way the brain processes information. I think you are going to see significant changes in personality and perception of many people who have had the 'Covid vaccine' synthetic potions. Insider Aldous Huxley predicted the following in 1961 and mRNA 'vaccines' can be included in the term 'pharmacological methods':

> There will be, in the next generation or so, a pharmacological method of making people love their servitude, and producing dictatorship without tears, so to speak, producing a kind of painless concentration camp for entire societies, so that people will in fact have their own liberties taken away from them, but rather enjoy it, because they will be distracted from any desire to rebel by propaganda or brainwashing, or brainwashing enhanced by pharmacological methods. And this seems to be the final revolution.

Apologists claim that mRNA synthetic 'vaccines' don't change the DNA genetic blueprint because RNA does not affect DNA only the other way round. This is so disingenuous. A process called 'reverse

transcription' can convert RNA into DNA and be integrated into DNA in the cell nucleus. This was highlighted in December, 2020, by scientists at Harvard and Massachusetts Institute of Technology (MIT). Geneticists report that more than 40 percent of mammalian genomes results from reverse transcription. On the most basic level if messaging changes then that sequence must lead to changes in DNA which is receiving and transmitting those communications. How can introducing synthetic material into cells not change the cells where DNA is located? The process is known as transfection which is defined as 'a technique to insert foreign nucleic acid (DNA or RNA) into a cell, typically with the intention of altering the properties of the cell'. Researchers at the Sloan Kettering Institute in New York found that changes in messenger RNA can deactivate tumour-suppressing proteins and thereby promote cancer. This is what happens when you mess with messaging. 'Covid vaccine' maker Moderna was founded in 2010 by Canadian stem cell biologist Derrick J. Rossi after his breakthrough discovery in the field of transforming and reprogramming stem cells. These are neutral cells that can be programmed to become any cell including sperm cells. Moderna was therefore founded on the principle of genetic manipulation and has never produced any vaccine or drug before its genetically-manipulating synthetic 'Covid' shite. Look at the name – Mode-RNA or Modify-RNA. Another important point is that the US Supreme Court has ruled that genetically-modified DNA, or complementary DNA (cDNA) synthesized in the laboratory from messenger RNA, can be patented and owned. These psychopaths are doing this to the human body.

Cells replicate synthetic mRNA in the 'Covid vaccines' and in theory the body is tricked into making antigens which trigger antibodies to target the 'virus spike proteins' which as Dr Tom Cowan said have *never been seen*. Cut the crap and these 'vaccines' deliver *self-replicating* synthetic material to the cells with the effect of changing human DNA. The more of them you have the more that process is compounded while synthetic material is all the time self-replicating. 'Vaccine'-maker Moderna describes mRNA as 'like

software for the cell' and so they are messing with the body's software. What happens when you change the software in a computer? Everything changes. For this reason the Cult is preparing a production line of mRNA 'Covid vaccines' and a long list of excuses to use them as with all the 'variants' of a 'virus' never shown to exist. The plan is further to transfer the mRNA technique to other vaccines mostly given to children and young people. The cumulative consequences will be a transformation of human DNA through a constant infusion of synthetic genetic material which will kill many and change the rest. Now consider that governments that have given emergency approval for a vaccine that's not a vaccine; never been approved for humans before; had no testing worth the name; and the makers have been given immunity from prosecution for any deaths or adverse effects suffered by the public. The UK government awarded *permanent legal indemnity* to itself and its employees for harm done when a patient is being treated for 'Covid-19' or 'suspected Covid-19'. That is quite a thought when these are possible 'side-effects' from the 'vaccine' (they are not 'side', they are effects) listed by the US Food and Drug Administration:

Guillain-Barre syndrome; acute disseminated encephalomyelitis; transverse myelitis; encephalitis; myelitis; encephalomyelitis; meningoencephalitis; meningitis; encephalopathy; convulsions; seizures; stroke; narcolepsy; cataplexy; anaphylaxis; acute myocardial infarction (heart attack); myocarditis; pericarditis; autoimmune disease; death; implications for pregnancy, and birth outcomes; other acute demyelinating diseases; non anaphylactic allergy reactions; thrombocytopenia ; disseminated intravascular coagulation; venous thromboembolism; arthritis; arthralgia; joint pain; Kawasaki disease; multisystem inflammatory syndrome in children; vaccine enhanced disease. The latter is the way the 'vaccine' has the potential to make diseases far worse than they would otherwise be.

UK doctor and freedom campaigner Vernon Coleman described the conditions in this list as 'all unpleasant, most of them very serious, and you can't get more serious than death'. The thought that anyone at all has had the 'vaccine' in these circumstances is testament to the potential that humanity has for clueless, unquestioning, stupidity and for many that programmed stupidity has already been terminal.

## An insider speaks

Dr Michael Yeadon is a former Vice President, head of research and Chief Scientific Adviser at vaccine giant Pfizer. Yeadon worked on the inside of Big Pharma, but that did not stop him becoming a vocal critic of 'Covid vaccines' and their potential for multiple harms, including infertility in women. By the spring of 2021 he went much further and even used the no, no, term 'conspiracy'. When you begin to see what is going on it is impossible not to do so. Yeadon spoke out in an interview with freedom campaigner James Delingpole and I mentioned earlier how he said that no one had samples of 'the virus'. He explained that the mRNA technique originated in the anti-cancer field and ways to turn on and off certain genes which could be advantageous if you wanted to stop cancer growing out of control. 'That's the origin of them. They are a very unusual application, really.' Yeadon said that treating a cancer patient with an aggressive procedure might be understandable if the alternative was dying, but it was quite another thing to use the same technique as a public health measure. Most people involved wouldn't catch the infectious agent you were vaccinating against and if they did they probably wouldn't die:

> If you are really using it as a public health measure you really want to as close as you can get to zero sides-effects … I find it odd that they chose techniques that were really cutting their teeth in the field of oncology and I'm worried that in using gene-based vaccines that have to be injected in the body and spread around the body, get taken up into some cells, and the regulators haven't quite told us which cells they get taken up into … you are going to be generating a wide range of responses … with multiple steps each of which could go well or badly.

I doubt the Cult intends it to go well. Yeadon said that you can put any gene you like into the body through the 'vaccine'. 'You can certainly give them a gene that would do them some harm if you wanted.' I was intrigued when he said that when used in the cancer field the technique could turn genes on and off. I explore this process in *The Answer* and with different genes having different functions you could create mayhem – physically and psychologically – if you turned the wrong ones on and the right ones off. I read reports of an experiment by researchers at the University of Washington's school of computer science and engineering in which they encoded DNA to infect computers. The body is itself a biological computer and if human DNA can inflict damage on a computer why can't the computer via synthetic material mess with the human body? It can. The Washington research team said it was possible to insert malicious malware into 'physical DNA strands' and corrupt the computer system of a gene sequencing machine as it 'reads gene letters and stores them as binary digits 0 and 1'. They concluded that hackers could one day use blood or spit samples to access computer systems and obtain sensitive data from police forensics labs or infect genome files. It is at this level of digital interaction that synthetic 'vaccines' need to be seen to get the full picture and that will become very clear later on. Michael Yeadon said it made no sense to give the 'vaccine' to younger people who were in no danger from the 'virus'. What was the benefit? It was all downside with potential effects:

> The fact that my government in what I thought was a civilised, rational country, is raining [the 'vaccine'] on people in their 30s and 40s, even my children in their 20s, they're getting letters and phone calls, I know this is not right and any of you doctors who are vaccinating you know it's not right, too. They are not at risk. They are not at risk from the disease, so you are now hoping that the side-effects are so rare that you get away with it. You don't give new technology … that you don't understand to 100 percent of the population.

Blood clot problems with the AstraZeneca 'vaccine' have been affecting younger people to emphasise the downside risks with no benefit. AstraZeneca's version, produced with Oxford University, does not use mRNA, but still gets its toxic cocktail inside cells where

it targets DNA. The Johnson & Johnson 'vaccine' which uses a similar technique has also produced blood clot effects to such an extent that the United States paused its use at one point. They are all 'gene therapy' (cell modification) procedures and not 'vaccines'. The truth is that once the content of these injections enter cells we have no idea what the effect will be. People can speculate and some can give very educated opinions and that's good. In the end, though, only the makers know what their potions are designed to do and even they won't know every last consequence. Michael Yeadon was scathing about doctors doing what they knew to be wrong. 'Everyone's mute', he said. Doctors in the NHS must know this was not right, coming into work and injecting people. 'I don't know how they sleep at night. I know I couldn't do it. I know that if I were in that position I'd have to quit.' He said he knew enough about toxicology to know this was not a good risk-benefit. Yeadon had spoken to seven or eight university professors and all except two would not speak out publicly. Their universities had a policy that no one said anything that countered the government and its medical advisors. They were afraid of losing their government grants. This is how intimidation has been used to silence the truth at every level of the system. I say silence, but these people could still speak out if they made that choice. Yeadon called them 'moral cowards' – 'This is about your children and grandchildren's lives and you have just buggered off and left it.'

## 'Variant' nonsense

Some of his most powerful comments related to the alleged 'variants' being used to instil more fear, justify more lockdowns, and introduce more 'vaccines'. He said government claims about 'variants' were nonsense. He had checked the alleged variant 'codes' and they were 99.7 percent identical to the 'original'. This was the human identity difference equivalent to putting a baseball cap on and off or wearing it the other way round. A 0.3 percent difference would make it impossible for that 'variant' to escape immunity from the 'original'. This made no sense of having new 'vaccines' for

'variants'. He said there would have to be at least a *30 percent* difference for that to be justified and even then he believed the immune system would still recognise what it was. Gates-funded 'variant modeller' and 'vaccine'-pusher John Edmunds might care to comment. Yeadon said drug companies were making new versions of the 'vaccine' as a 'top up' for 'variants'. Worse than that, he said, the 'regulators' around the world like the MHRA in the UK had got together and agreed that because 'vaccines' for 'variants' were so similar to the first 'vaccines' *they did not have to do safety studies*. How transparently sinister that is. This is when Yeadon said: 'There is a conspiracy here.' There was no need for another vaccine for 'variants' and yet we were told that there was and the country had shut its borders because of them. 'They are going into hundreds of millions of arms without passing 'go' or any regulator. Why did they do that? Why did they pick this method of making the vaccine?'

The reason had to be something bigger than that it seemed and 'it's not protection against the virus'. It's was a far bigger project that meant politicians and advisers were willing to do things and not do things that knowingly resulted in avoidable deaths – 'that's already happened when you think about lockdown and deprivation of health care for a year.' He spoke of people prepared to do something that results in the avoidable death of their fellow human beings and it not bother them. This is the penny-drop I have been working to get across for more than 30 years – the level of pure evil we are dealing with. Yeadon said his friends and associates could not believe there could be that much evil, but he reminded them of Stalin, Pol Pot and Hitler and of what Stalin had said: 'One death is a tragedy. A million? A statistic.' He could not think of a benign explanation for why you need top-up vaccines 'which I'm sure you don't' and for the regulators 'to just get out of the way and wave them through'. Why would the regulators do that when they were still wrestling with the dangers of the 'parent' vaccine? He was clearly shocked by what he had seen since the 'Covid' hoax began and now he was thinking the previously unthinkable:

If you wanted to depopulate a significant proportion of the world and to do it in a way that doesn't involve destruction of the environment with nuclear weapons, poisoning everyone with anthrax or something like that, and you wanted plausible deniability while you had a multi-year infectious disease crisis, I actually don't think you could come up with a better plan of work than seems to be in front of me. I can't say that's what they are going to do, but I can't think of a benign explanation why they are doing it.

He said he never thought that they would get rid of 99 percent of humans, but now he wondered. 'If you wanted to that this would be a hell of a way to do it – it would be unstoppable folks.' Yeadon had concluded that those who submitted to the 'vaccine' would be allowed to have some kind of normal life (but for how long?) while screws were tightened to coerce and mandate the last few percent. 'I think they'll put the rest of them in a prison camp. I wish I was wrong, but I don't think I am.' Other points he made included: There were no coronavirus vaccines then suddenly they all come along at the same time; we have no idea of the long term affect with trials so short; coercing or forcing people to have medical procedures is against the Nuremberg Code instigated when the Nazis did just that; people should at least delay having the 'vaccine'; a quick Internet search confirms that masks don't reduce respiratory viral transmission and 'the government knows that'; they have smashed civil society and they know that, too; two dozen peer-reviewed studies show no connection between lockdown and reducing deaths; he knew from personal friends the elite were still flying around and going on holiday while the public were locked down; the elite were not having the 'vaccines'. He was also asked if 'vaccines' could be made to target difference races. He said he didn't know, but the document by the Project for the New American Century in September, 2000, said developing 'advanced forms of biological warfare that can target *specific genotypes* may transform biological warfare from the realm of terror to a politically useful tool.' Oh, they're evil all right. Of that we can be *absolutely* sure.

## Another cull of old people

We have seen from the CDC definition that the mRNA 'Covid vaccine' is not a vaccine and nor are the others that *claim* to reduce 'severity of symptoms' in *some* people, but not protect from infection or transmission. What about all the lies about returning to 'normal' if people were 'vaccinated'? If they are not claimed to stop infection and transmission of the alleged 'virus', how does anything change? This was all lies to manipulate people to take the jabs and we are seeing that now with masks and distancing still required for the 'vaccinated'. How did they think that elderly people with fragile health and immune responses were going to be affected by infusing their cells with synthetic material and other toxic substances? They *knew* that in the short and long term it would be devastating and fatal as the culling of the old that began with the first lockdowns was continued with the 'vaccine'. Death rates in care homes soared immediately residents began to be 'vaccinated' – infused with synthetic material. Brave and committed whistleblower nurses put their careers at risk by exposing this truth while the rest kept their heads down and their mouths shut to put their careers before those they are supposed to care for. A long-time American Certified Nursing Assistant who gave his name as James posted a video in which he described emotionally what happened in his care home when vaccination began. He said that during 2020 very few residents were sick with 'Covid' and no one died during the entire year; but shortly after the Pfizer mRNA injections 14 people died within two weeks and many others were near death. 'They're dropping like flies', he said. Residents who walked on their own before the shot could no longer and they had lost their ability to conduct an intelligent conversation. The home's management said the sudden deaths were caused by a 'super-spreader' of 'Covid-19'. Then how come, James asked, that residents who refused to take the injections were not sick? It was a case of inject the elderly with mRNA synthetic potions and blame their illness and death that followed on the 'virus'. James described what was happening in care homes as 'the greatest crime of genocide this country has ever seen'. Remember the NHS staff nurse from earlier who used the same

word ‘genocide’ for what was happening with the ‘vaccines’ and that it was an ‘act of human annihilation’. A UK care home whistleblower told a similar story to James about the effect of the ‘vaccine’ in deaths and ‘outbreaks’ of illness dubbed ‘Covid’ after getting the jab. She told how her care home management and staff had zealously imposed government regulations and no one was allowed to even question the official narrative let alone speak out against it. She said the NHS was even worse. Again we see the results of reframing. A worker at a local care home where I live said they had not had a single case of ‘Covid’ there for almost a year and when the residents were ‘vaccinated’ they had 19 positive cases in two weeks with eight dying.

## It’s not the ‘vaccine’ – honest

The obvious cause and effect was being ignored by the media and most of the public. Australia’s health minister Greg Hunt (a former head of strategy at the World Economic Forum) was admitted to hospital after he had the ‘vaccine’. He was suffering according to reports from the skin infection ‘cellulitis’ and it must have been a severe case to have warranted days in hospital. Immediately the authorities said this was nothing to do with the ‘vaccine’ when an effect of some vaccines is a ‘cellulitis-like reaction’. We had families of perfectly healthy old people who died after the ‘vaccine’ saying that if only they had been given the ‘vaccine’ earlier they would still be alive. As a numbskull rating that is off the chart. A father of four ‘died of Covid’ at aged 48 when he was taken ill two days after having the ‘vaccine’. The man, a health administrator, had been ‘shielding during the pandemic’ and had ‘not really left the house’ until he went for the ‘vaccine’. Having the ‘vaccine’ and then falling ill and dying does not seem to have qualified as a possible cause and effect and ‘Covid-19’ went on his death certificate. His family said they had no idea how he ‘caught the virus’. A family member said: ‘Tragically, it could be that going for a vaccination ultimately led to him catching Covid …The sad truth is that they are never going to know where it came from.’ The family warned people to remember

that the virus still existed and was 'very real'. So was their stupidity. Nurses and doctors who had the first round of the 'vaccine' were collapsing, dying and ending up in a hospital bed while they or their grieving relatives were saying they'd still have the 'vaccine' again despite what happened. I kid you not. You mean if your husband returned from the dead he'd have the same 'vaccine' again that killed him??

Doctors at the VCU Medical Center in Richmond, Virginia, said the Johnson & Johnson 'vaccine' was to blame for a man's skin peeling off. Patient Richard Terrell said: 'It all just happened so fast. My skin peeled off. It's still coming off on my hands now.' He said it was stinging, burning and itching and when he bent his arms and legs it was very painful with 'the skin swollen and rubbing against itself'. Pfizer/BioNTech and Moderna vaccines use mRNA to change the cell while the Johnson & Johnson version uses DNA in a process similar to AstraZeneca's technique. Johnson & Johnson and AstraZeneca have both had their 'vaccines' paused by many countries after causing serious blood problems. Terrell's doctor Fnu Nutan said he could have died if he hadn't got medical attention. It sounds terrible so what did Nutan and Terrell say about the 'vaccine' now? Oh, they still recommend that people have it. A nurse in a hospital bed 40 minutes after the vaccination and unable to swallow due to throat swelling was told by a doctor that he lost mobility in his arm for 36 hours following the vaccination. What did he say to the ailing nurse? 'Good for you for getting the vaccination.' We are dealing with a serious form of cognitive dissonance madness in both public and medical staff. There is a remarkable correlation between those having the 'vaccine' and trumpeting the fact and suffering bad happenings shortly afterwards. Witold Rogiewicz, a Polish doctor, made a video of his 'vaccination' and ridiculed those who were questioning its safety and the intentions of Bill Gates: 'Vaccinate yourself to protect yourself, your loved ones, friends and also patients. And to mention quickly I have info for anti-vaxxers and anti-Coviders if you want to contact Bill Gates you can do this through me.' He further ridiculed the dangers of 5G. Days later he

was dead, but naturally the vaccination wasn't mentioned in the verdict of 'heart attack'.

## Lies, lies and more lies

So many members of the human race have slipped into extreme states of insanity and unfortunately they include reframed doctors and nursing staff. Having a 'vaccine' and dying within minutes or hours is not considered a valid connection while death from any cause within 28 days or longer of a positive test with a test not testing for the 'virus' means 'Covid-19' goes on the death certificate. How could that 'vaccine'-death connection not have been made except by calculated deceit? US figures in the initial rollout period to February 12th, 2020, revealed that a third of the deaths reported to the CDC after 'Covid vaccines' happened within 48 hours. Five men in the UK suffered an 'extremely rare' blood clot problem after having the AstraZeneca 'vaccine', but no causal link was established said the Gates-funded Medicines and Healthcare products Regulatory Agency (MHRA) which had given the 'vaccine' emergency approval to be used. Former Pfizer executive Dr Michael Yeadon explained in his interview how the procedures could cause blood coagulation and clots. People who should have been at no risk were dying from blood clots in the brain and he said he had heard from medical doctor friends that people were suffering from skin bleeding and massive headaches. The AstraZeneca 'shot' was stopped by some 20 countries over the blood clotting issue and still the corrupt MHRA, the European Medicines Agency (EMA) and the World Health Organization said that it should continue to be given even though the EMA admitted that it 'still cannot rule out definitively' a link between blood clotting and the 'vaccine'. Later Marco Cavaleri, head of EMA vaccine strategy, said there was indeed a clear link between the 'vaccine' and thrombosis, but they didn't know why. So much for the trials showing the 'vaccine' is safe. Blood clots were affecting younger people who would be under virtually no danger from 'Covid' even if it existed which makes it all the more stupid and sinister.

The British government responded to public alarm by wheeling out June Raine, the terrifyingly weak infant school headmistress sound-alike who heads the UK MHRA drug 'regulator'. The idea that she would stand up to Big Pharma and government pressure is laughable and she told us that all was well in the same way that she did when allowing untested, never-used-on-humans-before, genetically-manipulating 'vaccines' to be exposed to the public in the first place. Mass lying is the new normal of the 'Covid' era. The MHRA later said 30 cases of rare blood clots had by then been connected with the AstraZeneca 'vaccine' (that means a lot more in reality) while stressing that the benefits of the jab in preventing 'Covid-19' outweighed any risks. A more ridiculous and disingenuous statement with callous disregard for human health it is hard to contemplate. Immediately after the mendacious 'all-clears' two hospital workers in Denmark experienced blood clots and cerebral haemorrhaging following the AstraZeneca jab and one died. Top Norwegian health official Pål Andre Holme said the 'vaccine' was the only common factor: 'There is nothing in the patient history of these individuals that can give such a powerful immune response … I am confident that the antibodies that we have found are the cause, and I see no other explanation than it being the vaccine which triggers it.' Strokes, a clot or bleed in the brain, were clearly associated with the 'vaccine' from word of mouth and whistleblower reports. Similar consequences followed with all these 'vaccines' that we were told were so safe and as the numbers grew by the day it was clear we were witnessing human carnage.

## Learning the hard way

A woman interviewed by UKColumn told how her husband suffered dramatic health effects after the vaccine when he'd been in good health all his life. He went from being a little unwell to losing all feeling in his legs and experiencing 'excruciating pain'. Misdiagnosis followed twice at Accident and Emergency (an 'allergy' and 'sciatica') before he was admitted to a neurology ward where doctors said his serious condition had been caused by the

'vaccine'. Another seven 'vaccinated' people were apparently being treated on the same ward for similar symptoms. The woman said he had the 'vaccine' because they believed media claims that it was safe. 'I didn't think the government would give out a vaccine that does this to somebody; I believed they would be bringing out a vaccination that would be safe.' What a tragic way to learn that lesson. Another woman posted that her husband was transporting stroke patients to hospital on almost every shift and when he asked them if they had been 'vaccinated' for 'Covid' they all replied 'yes'. One had a 'massive brain bleed' the day after his second dose. She said her husband reported the 'just been vaccinated' information every time to doctors in A and E only for them to ignore it, make no notes and appear annoyed that it was even mentioned. This particular report cannot be verified, but it expresses a common theme that confirms the monumental underreporting of 'vaccine' consequences. Interestingly as the 'vaccines' and their brain blood clot/stroke consequences began to emerge the UK National Health Service began a publicity campaign telling the public what to do in the event of a stroke. A Scottish NHS staff nurse who quit in disgust in March, 2021, said:

I have seen traumatic injuries from the vaccine, they're not getting reported to the yellow card [adverse reaction] scheme, they're treating the symptoms, not asking why, why it's happening. It's just treating the symptoms and when you speak about it you're dismissed like you're crazy, I'm not crazy, I'm not crazy because every other colleague I've spoken to is terrified to speak out, they've had enough.

Videos appeared on the Internet of people uncontrollably shaking after the 'vaccine' with no control over muscles, limbs and even their face. A Scottish mother broke out in a severe rash all over her body almost immediately after she was given the AstraZeneca 'vaccine'. The pictures were horrific. Leigh King, a 41-year-old hairdresser from Lanarkshire said: 'Never in my life was I prepared for what I was about to experience … My skin was so sore and constantly hot … I have never felt pain like this …' But don't you worry, the 'vaccine' is perfectly safe. Then there has been the effect on medical

staff who have been pressured to have the 'vaccine' by psychopathic 'health' authorities and government. A London hospital consultant who gave the name K. Polyakova wrote this to the *British Medical Journal* or *BMJ*:

> I am currently struggling with … the failure to report the reality of the morbidity caused by our current vaccination program within the health service and staff population. The levels of sickness after vaccination is unprecedented and staff are getting very sick and some with neurological symptoms which is having a huge impact on the health service function. Even the young and healthy are off for days, some for weeks, and some requiring medical treatment. Whole teams are being taken out as they went to get vaccinated together.
>
> Mandatory vaccination in this instance is stupid, unethical and irresponsible when it comes to protecting our staff and public health. We are in the voluntary phase of vaccination, and encouraging staff to take an unlicensed product that is impacting on their immediate health … it is clearly stated that these vaccine products do not offer immunity or stop transmission. In which case why are we doing it?

Not to protect health that's for sure. Medical workers are lauded by governments for agenda reasons when they couldn't give a toss about them any more than they can for the population in general. Schools across America faced the same situation as they closed due to the high number of teachers and other staff with bad reactions to the Pfizer/BioNTech, Moderna, and Johnson & Johnson 'Covid vaccines' all of which were linked to death and serious adverse effects. The *BMJ* took down the consultant's comments pretty quickly on the grounds that they were being used to spread 'disinformation'. They were exposing the truth about the 'vaccine' was the real reason. The cover-up is breathtaking.

## Hiding the evidence

The scale of the 'vaccine' death cover-up worldwide can be confirmed by comparing official figures with the personal experience of the public. I heard of many people in my community who died immediately or soon after the vaccine that would never appear in the media or even likely on the official totals of 'vaccine' fatalities and adverse reactions when only about ten percent are estimated to be

reported and I have seen some estimates as low as one percent in a Harvard study. In the UK alone by April 29th, 2021, some 757,654 adverse reactions had been officially reported from the Pfizer/BioNTech, Oxford/AstraZeneca and Moderna 'vaccines' with more than a thousand deaths linked to jabs and that means an estimated ten times this number in reality from a ten percent reporting rate percentage. That's seven million adverse reactions and 10,000 potential deaths and a one percent reporting rate would be ten times *those* figures. In 1976 the US government pulled the swine flu vaccine after *53* deaths. The UK data included a combined 10,000 eye disorders from the 'Covid vaccines' with more than 750 suffering visual impairment or blindness and again multiply by the estimated reporting percentages. As 'Covid cases' officially fell hospitals virtually empty during the 'Covid crisis' began to fill up with a range of other problems in the wake of the 'vaccine' rollout. The numbers across America have also been catastrophic. Deaths linked to *all* types of vaccine increased by *6,000 percent* in the first quarter of 2021 compared with 2020. A 39-year-old woman from Ogden, Utah, died four days after receiving a second dose of Moderna's 'Covid vaccine' when her liver, heart and kidneys all failed despite the fact that she had no known medical issues or conditions. Her family sought an autopsy, but Dr Erik Christensen, Utah's chief medical examiner, said proving vaccine injury as a cause of death almost never happened. He could think of only one instance where an autopsy would name a vaccine as the official cause of death and that would be anaphylaxis where someone received a vaccine and died almost instantaneously. 'Short of that, it would be difficult for us to definitively say this is the vaccine,' Christensen said. If that is true this must be added to the estimated ten percent (or far less) reporting rate of vaccine deaths and serious reactions and the conclusion can only be that vaccine deaths and serious reactions – including these 'Covid' potions' – are phenomenally understated in official figures. The same story can be found everywhere. Endless accounts of deaths and serious reactions among the public, medical

and care home staff while official figures did not even begin to reflect this.

Professional script-reader Dr David Williams, a 'top public-health official' in Ontario, Canada, insulted our intelligence by claiming only four serious adverse reactions and no deaths from the more than 380,000 vaccine doses then given. This bore no resemblance to what people knew had happened in their owns circles and we had Dirk Huyer in charge of getting millions vaccinated in Ontario while at the same time he was Chief Coroner for the province investigating causes of death including possible death from the vaccine. An aide said he had stepped back from investigating deaths, but evidence indicated otherwise. Rosemary Frei, who secured a Master of Science degree in molecular biology at the Faculty of Medicine at Canada's University of Calgary before turning to investigative journalism, was one who could see that official figures for 'vaccine' deaths and reactions made no sense. She said that doctors seldom reported adverse events and when people got really sick or died after getting a vaccination they would attribute that to anything except the vaccines. It had been that way for years and anyone who wondered aloud whether the 'Covid vaccines' or other shots cause harm is immediately branded as 'anti-vax' and 'anti-science'. This was 'career-threatening' for health professionals. Then there was the huge pressure to support the push to 'vaccinate' billions in the quickest time possible. Frei said:

> So that's where we're at today. More than half a million vaccine doses have been given to people in Ontario alone. The rush is on to vaccinate all 15 million of us in the province by September. And the mainstream media are screaming for this to be sped up even more. That all adds up to only a very slim likelihood that we're going to be told the truth by officials about how many people are getting sick or dying from the vaccines.

What is true of Ontario is true of everywhere.

## They KNEW – and still did it

The authorities knew what was going to happen with multiple deaths and adverse reactions. The UK government's Gates-funded

and Big Pharma-dominated Medicines and Healthcare products Regulatory Agency (MHRA) hired a company to employ AI in compiling the projected reactions to the 'vaccine' that would otherwise be uncountable. The request for applications said: 'The MHRA urgently seeks an Artificial Intelligence (AI) software tool to process the expected high volume of Covid-19 vaccine Adverse Drug Reaction …' This was from the agency, headed by the disingenuous June Raine, that gave the 'vaccines' emergency approval and the company was hired before the first shot was given. 'We are going to kill and maim you – is that okay?' 'Oh, yes, perfectly fine – I'm very grateful, thank you, doctor.' The range of 'Covid vaccine' adverse reactions goes on for page after page in the MHRA criminally underreported 'Yellow Card' system and includes affects to eyes, ears, skin, digestion, blood and so on. Raine's MHRA amazingly claimed that the 'overall safety experience … is so far as expected from the clinical trials'. The death, serious adverse effects, deafness and blindness were *expected?* When did they ever mention that? If these human tragedies were expected then those that gave approval for the use of these 'vaccines' must be guilty of crimes against humanity including murder – a definition of which is 'killing a person with malice aforethought or with recklessness manifesting extreme indifference to the value of human life.' People involved at the MHRA, the CDC in America and their equivalent around the world must go before Nuremberg trials to answer for their callous inhumanity. We are only talking here about the immediate effects of the 'vaccine'. The longer-term impact of the DNA synthetic manipulation is the main reason they are so hysterically desperate to inoculate the entire global population in the shortest possible time.

Africa and the developing world are a major focus for the 'vaccine' depopulation agenda and a mass vaccination sales-pitch is underway thanks to caring people like the Rockefellers and other Cult assets. The Rockefeller Foundation, which pre-empted the 'Covid pandemic' in a document published in 2010 that 'predicted' what happened a decade later, announced an initial $34.95 million grant in February, 2021, 'to ensure more equitable access to Covid-19

testing and vaccines' among other things in Africa in collaboration with '24 organizations, businesses, and government agencies'. The pan-Africa initiative would focus on 10 countries: Burkina Faso, Ethiopia, Ghana, Kenya, Nigeria, Rwanda, South Africa, Tanzania, Uganda, and Zambia'. Rajiv Shah, President of the Rockefeller Foundation and former administrator of CIA-controlled USAID, said that if Africa was not mass-vaccinated (to change the DNA of its people) it was a 'threat to all of humanity' and not fair on Africans. When someone from the Rockefeller Foundation says they want to do something to help poor and deprived people and countries it is time for a belly-laugh. They are doing this out of the goodness of their 'heart' because 'vaccinating' the entire global population is what the 'Covid' hoax set out to achieve. Official 'decolonisation' of Africa by the Cult was merely a prelude to financial colonisation on the road to a return to physical colonisation. The 'vaccine' is vital to that and the sudden and convenient death of the 'Covid' sceptic president of Tanzania can be seen in its true light. A lot of people in Africa are aware that this is another form of colonisation and exploitation and they need to stand their ground.

## The 'vaccine is working' scam

A potential problem for the Cult was that the 'vaccine' is meant to change human DNA and body messaging and not to protect anyone from a 'virus' never shown to exist. The vaccine couldn't work because it was not designed to work and how could they make it *appear* to be working so that more people would have it? This was overcome by lowering the amplification rate of the PCR test to produce fewer 'cases' and therefore fewer 'deaths'. Some of us had been pointing out since March, 2020, that the amplification rate of the test not testing for the 'virus' had been made artificially high to generate positive tests which they could call 'cases' to justify lockdowns. The World Health Organization recommended an absurdly high 45 amplification cycles to ensure the high positives required by the Cult and then remained silent on the issue until January 20th, 2021 – Biden's Inauguration Day. This was when the

'vaccinations' were seriously underway and on that day the WHO recommended after discussions with America's CDC that laboratories *lowered their testing amplification*. Dr David Samadi, a certified urologist and health writer, said the WHO was encouraging all labs to reduce their cycle count for PCR tests. He said the current cycle was much too high and was 'resulting in any particle being declared a positive case'. Even one mainstream news report I saw said this meant the number of 'Covid' infections may have been 'dramatically inflated'. Oh, just a little bit. The CDC in America issued new guidance to laboratories in April, 2021, to use 28 cycles *but only for 'vaccinated' people*. The timing of the CDC/WHO interventions were cynically designed to make it appear the 'vaccines' were responsible for falling cases and deaths when the real reason can be seen in the following examples. New York's state lab, the Wadsworth Center, identified 872 positive tests in July, 2020, based on a threshold of 40 cycles. When the figure was lowered to 35 cycles *43 percent* of the 872 were no longer 'positives'. At 30 cycles the figure was 63 percent. A Massachusetts lab found that between *85 to 90 percent* of people who tested positive in July with a cycle threshold of 40 would be negative at 30 cycles, Ashish Jha, MD, director of the Harvard Global Health Institute, said: 'I'm really shocked that it could be that high … Boy, does it really change the way we need to be thinking about testing.' I'm shocked that I could see the obvious in the spring of 2020, with no medical background, and most medical professionals still haven't worked it out. No, that's not shocking – it's terrifying.

Three weeks after the WHO directive to lower PCR cycles the London *Daily Mail* ran this headline: 'Why ARE Covid cases plummeting? New infections have fallen 45% in the US and 30% globally in the past 3 weeks but experts say vaccine is NOT the main driver because only 8% of Americans and 13% of people worldwide have received their first dose.' They acknowledged that the drop could not be attributed to the 'vaccine', but soon this morphed throughout the media into the 'vaccine' has caused cases and deaths to fall when it was the PCR threshold. In December, 2020, there was

chaos at English Channel ports with truck drivers needing negative 'Covid' tests before they could board a ferry home for Christmas. The government wanted to remove the backlog as fast as possible and they brought in troops to do the 'testing'. Out of 1,600 drivers just *36* tested positive and the rest were given the all clear to cross the Channel. I guess the authorities thought that 36 was the least they could get away with without the unquestioning catching on. The amplification trick which most people believed in the absence of information in the mainstream applied more pressure on those refusing the 'vaccine' to succumb when it 'obviously worked'. The truth was the exact opposite with deaths in care homes soaring with the 'vaccine' and in Israel the term used was 'skyrocket'. A re-analysis of published data from the Israeli Health Ministry led by Dr Hervé Seligmann at the Medicine Emerging Infectious and Tropical Diseases at Aix-Marseille University found that Pfizer's 'Covid vaccine' killed 'about 40 times more [elderly] people than the disease itself would have killed' during a five-week vaccination period and *260 times* more younger people than would have died from the 'virus' even according to the manipulated 'virus' figures. Dr Seligmann and his co-study author, Haim Yativ, declared after reviewing the Israeli 'vaccine' death data: 'This is a new Holocaust.'

Then, in mid-April, 2021, after vast numbers of people worldwide had been 'vaccinated', the story changed with clear coordination. The UK government began to prepare the ground for more future lockdowns when Nuremberg-destined Boris Johnson told yet another whopper. He said that cases had fallen because of *lockdowns* not 'vaccines'. Lockdowns are irrelevant when *there is no 'virus'* and the test and fraudulent death certificates are deciding the number of 'cases' and 'deaths'. Study after study has shown that lockdowns don't work and instead kill and psychologically destroy people. Meanwhile in the United States Anthony Fauci and Rochelle Walensky, the ultra-Zionist head of the CDC, peddled the same line. More lockdown was the answer and not the 'vaccine', a line repeated on cue by the moron that is Canadian Prime Minister Justin Trudeau. Why all the hysteria to get everyone 'vaccinated' if lockdowns and

not 'vaccines' made the difference? None of it makes sense on the face of it. Oh, but it does. The Cult wants lockdowns *and* the 'vaccine' and if the 'vaccine' is allowed to be seen as the total answer lockdowns would no longer be justified when there are still livelihoods to destroy. 'Variants' and renewed upward manipulation of PCR amplification are planned to instigate never-ending lockdown *and* more 'vaccines'.

## You *must* have it – we're desperate

Israel, where the Jewish and Arab population are ruled by the Sabbatian Cult, was the front-runner in imposing the DNA-manipulating 'vaccine' on its people to such an extent that Jewish refusers began to liken what was happening to the early years of Nazi Germany. This would seem to be a fantastic claim. Why would a government of Jewish people be acting like the Nazis did? If you realise that the Sabbatian Cult was behind the Nazis and that Sabbatians hate Jews the pieces start to fit and the question of why a 'Jewish' government would treat Jews with such callous disregard for their lives and freedom finds an answer. Those controlling the government of Israel *aren't Jewish* – they're Sabbatian. Israeli lawyer Tamir Turgal was one who made the Nazi comparison in comments to German lawyer Reiner Fuellmich who is leading a class action lawsuit against the psychopaths for crimes against humanity. Turgal described how the Israeli government was vaccinating children and pregnant women on the basis that there was no evidence that this was dangerous when they had no evidence that it *wasn't* dangerous either. They just had no evidence. This was medical experimentation and Turgal said this breached the Nuremberg Code about medical experimentation and procedures requiring informed consent and choice. Think about that. A Nuremberg Code developed because of Nazi experimentation on Jews and others in concentration camps by people like the evil-beyond-belief Josef Mengele is being breached by the *Israeli* government; but when you know that it's a *Sabbatian* government along with its intelligence and military agencies like Mossad, Shin Bet and the Israeli Defense Forces, and that Sabbatians

were the force behind the Nazis, the kaleidoscope comes into focus. What have we come to when Israeli Jews are suing their government for violating the Nuremberg Code by essentially making Israelis subject to a medical experiment using the controversial 'vaccines'? It's a shocker that this has to be done in the light of what happened in Nazi Germany. The Anshe Ha-Emet, or 'People of the Truth', made up of Israeli doctors, lawyers, campaigners and public, have launched a lawsuit with the International Criminal Court. It says:

> When the heads of the Ministry of Health as well as the prime minister presented the vaccine in Israel and began the vaccination of Israeli residents, the vaccinated were not advised, that, in practice, they are taking part in a medical experiment and that their consent is required for this under the Nuremberg Code.

The irony is unbelievable, but easily explained in one word: Sabbatians. The foundation of Israeli 'Covid' apartheid is the 'green pass' or 'green passport' which allows Jews and Arabs who have had the DNA-manipulating 'vaccine' to go about their lives – to work, fly, travel in general, go to shopping malls, bars, restaurants, hotels, concerts, gyms, swimming pools, theatres and sports venues, while non-'vaccinated' are banned from all those places and activities. Israelis have likened the 'green pass' to the yellow stars that Jews in Nazi Germany were forced to wear – the same as the yellow stickers that a branch of UK supermarket chain Morrisons told exempt mask-wears they had to display when shopping. How very sensitive. The Israeli system is blatant South African-style apartheid on the basis of compliance or non-compliance to fascism rather than colour of the skin. How appropriate that the Sabbatian Israeli government was so close to the pre-Mandela apartheid regime in Pretoria. The Sabbatian-instigated 'vaccine passport' in Israel is planned for everywhere. Sabbatians struck a deal with Pfizer that allowed them to lead the way in the percentage of a national population infused with synthetic material and the result was catastrophic. Israeli freedom activist Shai Dannon told me how chairs were appearing on beaches that said 'vaccinated only'. Health Minister Yuli Edelstein said that anyone unwilling or unable to get

the jabs that 'confer immunity' will be 'left behind'. The man's a liar. Not even the makers claim the 'vaccines' confer immunity. When you see those figures of 'vaccine' deaths these psychopaths were saying that you must take the chance the 'vaccine' will kill you or maim you while knowing it will change your DNA or lockdown for you will be permanent. That's fascism. The Israeli parliament passed a law to allow personal information of the non-vaccinated to be shared with local and national authorities for three months. This was claimed by its supporters to be a way to 'encourage' people to be vaccinated. Hadas Ziv from Physicians for Human Rights described this as a 'draconian law which crushed medical ethics and the patient rights'. But that's the idea, the Sabbatians would reply.

## Your papers, please

Sabbatian Israel was leading what has been planned all along to be a global 'vaccine pass' called a 'green passport' without which you would remain in permanent lockdown restriction and unable to do anything. This is how badly – *desperately* – the Cult is to get everyone 'vaccinated'. The term and colour 'green' was not by chance and related to the psychology of fusing the perception of the green climate hoax with the 'Covid' hoax and how the 'solution' to both is the same Great Reset. Lying politicians, health officials and psychologists denied there were any plans for mandatory vaccinations or restrictions based on vaccinations, but they knew that was exactly what was meant to happen with governments of all countries reaching agreements to enforce a global system. 'Free' Denmark and 'free' Sweden unveiled digital vaccine certification. Cyprus, Czech Republic, Estonia, Greece, Hungary, Iceland, Italy, Poland, Portugal, Slovakia, and Spain have all committed to a vaccine passport system and the rest including the whole of the EU would follow. The satanic UK government will certainly go this way despite mendacious denials and at the time of writing it is trying to manipulate the public into having the 'vaccine' so they could go abroad on a summer holiday. How would that work without something to prove you had the synthetic toxicity injected into you?

Documents show that the EU's European Commission was moving towards 'vaccine certificates' in 2018 and 2019 before the 'Covid' hoax began. They knew what was coming. Abracadabra – Ursula von der Leyen, the German President of the Commission, announced in March, 2021, an EU 'Digital Green Certificate' – green again – to track the public's 'Covid status'. The passport sting is worldwide and the Far East followed the same pattern with South Korea ruling that only those with 'vaccination' passports – again the *green* pass – would be able to 'return to their daily lives'.

Bill Gates has been preparing for this 'passport' with other Cult operatives for years and beyond the paper version is a Gates-funded 'digital tattoo' to identify who has been vaccinated and who hasn't. The 'tattoo' is reported to include a substance which is externally readable to confirm who has been vaccinated. This is a bio-luminous light-generating enzyme (think fireflies) called … *Luciferase*. Yes, named after the Cult 'god' Lucifer the 'light bringer' of whom more to come. Gates said he funded the readable tattoo to ensure children in the developing world were vaccinated and no one was missed out. He cares so much about poor kids as we know. This was just the cover story to develop a vaccine tagging system for everyone on the planet. Gates has been funding the ID2020 'alliance' to do just that in league with other lovely people at Microsoft, GAVI, the Rockefeller Foundation, Accenture and IDEO.org. He said in interviews in March, 2020, before any 'vaccine' publicly existed, that the world must have a globalised digital certificate to track the 'virus' and who had been vaccinated. Gates knew from the start that the mRNA vaccines were coming and when they would come and that the plan was to tag the 'vaccinated' to marginalise the intelligent and stop them doing anything including travel. Evil just doesn't suffice. Gates was exposed for offering a $10 million bribe to the Nigerian House of Representatives to invoke compulsory 'Covid' vaccination of all Nigerians. Sara Cunial, a member of the Italian Parliament, called Gates a 'vaccine criminal'. She urged the Italian President to hand him over to the International Criminal Court for crimes against

humanity and condemned his plans to 'chip the human race' through ID2020.

You know it's a long-planned agenda when war criminal and Cult gofer Tony Blair is on the case. With the scale of arrogance only someone as dark as Blair can muster he said: 'Vaccination in the end is going to be your route to liberty.' Blair is a disgusting piece of work and he confirms that again. The media has given a lot of coverage to a bloke called Charlie Mullins, founder of London's biggest independent plumbing company, Pimlico Plumbers, who has said he won't employ anyone who has not been vaccinated or have them go to any home where people are not vaccinated. He said that if he had his way no one would be allowed to walk the streets if they have not been vaccinated. Gates was cheering at the time while I was alerting the white coats. The plan is that people will qualify for 'passports' for having the first two doses and then to keep it they will have to have all the follow ups and new ones for invented 'variants' until human genetics is transformed and many are dead who can't adjust to the changes. Hollywood celebrities – the usual propaganda stunt – are promoting something called the WELL Health-Safety Rating to verify that a building or space has 'taken the necessary steps to prioritize the health and safety of their staff, visitors and other stakeholders'. They included Lady Gaga, Jennifer Lopez, Michael B. Jordan, Robert DeNiro, Venus Williams, Wolfgang Puck, Deepak Chopra and 17th Surgeon General Richard Carmona. Yawn. WELL Health-Safety has big connections with China. Parent company Delos is headed by former Goldman Sachs partner Paul Scialla. This is another example – and we will see so many others – of using the excuse of 'health' to dictate the lives and activities of the population. I guess one confirmation of the 'safety' of buildings is that only 'vaccinated' people can go in, right?

## Electronic concentration camps

I wrote decades ago about the plans to restrict travel and here we are for those who refuse to bow to tyranny. This can be achieved in one go with air travel if the aviation industry makes a blanket decree.

The ‘vaccine’ and guaranteed income are designed to be part of a global version of China’s social credit system which tracks behaviour 24/7 and awards or deletes ‘credits’ based on whether your behaviour is supported by the state or not. I mean your entire lifestyle – what you do, eat, say, everything. Once your credit score falls below a certain level consequences kick in. In China tens of millions have been denied travel by air and train because of this. All the locations and activities denied to refusers by the ‘vaccine’ passports will be included in one big mass ban on doing almost anything for those that don’t bow their head to government. It’s beyond fascist and a new term is required to describe its extremes – I guess fascist technocracy will have to do. The way the Chinese system of technological – technocratic – control is sweeping the West can be seen in the Los Angeles school system and is planned to be expanded worldwide. Every child is required to have a ‘Covid’-tracking app scanned daily before they can enter the classroom. The so-called Daily Pass tracking system is produced by Gates’ Microsoft which I’m sure will shock you rigid. The pass will be scanned using a barcode (one step from an inside-the-body barcode) and the information will include health checks, ‘Covid’ tests and vaccinations. Entry codes are for one specific building only and access will only be allowed if a student or teacher has a negative test with a test not testing for the ‘virus’, has no symptoms of anything alleged to be related to ‘Covid’ (symptoms from a range of other illness), and has a temperature under 100 degrees. No barcode, no entry, is planned to be the case for everywhere and not only schools.

Kids are being psychologically prepared to accept this as ‘normal’ their whole life which is why what they can impose in schools is so important to the Cult and its gofers. Long-time American freedom campaigner John Whitehead of the Rutherford Institute was not exaggerating when he said: ‘Databit by databit, we are building our own electronic concentration camps.’ Canada under its Cult gofer prime minister Justin Trudeau has taken a major step towards the real thing with people interned against their will if they test positive with a test not testing for the ‘virus’ when they arrive at a Canadian

airport. They are jailed in internment hotels often without food or water for long periods and with many doors failing to lock there have been sexual assaults. The interned are being charged sometimes $2,000 for the privilege of being abused in this way. Trudeau is fully on board with the Cult and says the 'Covid pandemic' has provided an opportunity for a global 'reset' to permanently change Western civilisation. His number two, Deputy Prime Minister Chrystia Freeland, is a trustee of the World Economic Forum and a Rhodes Scholar. The Trudeau family have long been servants of the Cult. See *The Biggest Secret* and Cathy O'Brien's book *Trance-Formation of America* for the horrific background to Trudeau's father Pierre Trudeau another Canadian prime minister. Hide your fascism behind the façade of a heart-on-the-sleeve liberal. It's a well-honed Cult technique.

## What can the 'vaccine' *really* do?

We have a 'virus' never shown to exist and 'variants' of the 'virus' that have also never been shown to exist except, like the 'original', as computer-generated fictions. Even if you believe there's a 'virus' the 'case' to 'death' rate is in the region of 0.23 to 0.15 percent and those 'deaths' are concentrated among the very old around the same average age that people die anyway. In response to this lack of threat (in truth none) psychopaths and idiots, knowingly and unknowingly answering to Gates and the Cult, are seeking to 'vaccinate' every man, woman and child on Planet Earth. Clearly the 'vaccine' is not about 'Covid' – none of this ever has been. So what is it all about *really*? Why the desperation to infuse genetically-manipulating synthetic material into everyone through mRNA fraudulent 'vaccines' with the intent of doing this over and over with the excuses of 'variants' and other 'virus' inventions? Dr Sherri Tenpenny, an osteopathic medical doctor in the United States, has made herself an expert on vaccines and their effects as a vehement campaigner against their use. Tenpenny was board certified in emergency medicine, the director of a level two trauma centre for 12 years, and moved to Cleveland in 1996 to start an integrative

medicine practice which has treated patients from all 50 states and some 17 other countries. Weaning people off pharmaceutical drugs is a speciality.

She became interested in the consequences of vaccines after attending a meeting at the National Vaccine Information Center in Washington DC in 2000 where she 'sat through four days of listening to medical doctors and scientists and lawyers and parents of vaccine injured kids' and asked: 'What's going on?' She had never been vaccinated and never got ill while her father was given a list of vaccines to be in the military and was 'sick his entire life'. The experience added to her questions and she began to examine vaccine documents from the Centers for Disease Control (CDC). After reading the first one, the 1998 version of *The General Recommendations of Vaccination*, she thought: 'This is it?' The document was poorly written and bad science and Tenpenny began 20 years of research into vaccines that continues to this day. She began her research into 'Covid vaccines' in March, 2020, and she describes them as 'deadly'. For many, as we have seen, they already have been. Tenpenny said that in the first 30 days of the 'vaccine' rollout in the United States there had been more than 40,000 adverse events reported to the vaccine adverse event database. A document had been delivered to her the day before that was 172 pages long. 'We have over 40,000 adverse events; we have over 3,100 cases of [potentially deadly] anaphylactic shock; we have over 5,000 neurological reactions.' Effects ranged from headaches to numbness, dizziness and vertigo, to losing feeling in hands or feet and paraesthesia which is when limbs 'fall asleep' and people have the sensation of insects crawling underneath their skin. All this happened in the first 30 days and remember that only about *ten percent* (or far less) of adverse reactions and vaccine-related deaths are estimated to be officially reported. Tenpenny said:

> So can you think of one single product in any industry, any industry, for as long as products have been made on the planet that within 30 days we have 40,000 people complaining of side effects that not only is still on the market but … we've got paid actors telling us how great

they are for getting their vaccine. We're offering people $500 if they will just get their vaccine and we've got nurses and doctors going; 'I got the vaccine, I got the vaccine'.

Tenpenny said they were not going to be 'happy dancing folks' when they began to suffer Bell's palsy (facial paralysis), neuropathies, cardiac arrhythmias and autoimmune reactions that kill through a blood disorder. 'They're not going to be so happy, happy then, but we're never going to see pictures of those people' she said. Tenpenny described the 'vaccine' as 'a well-designed killing tool'.

## No off-switch

Bad as the initial consequences had been Tenpenny said it would be maybe 14 months before we began to see the 'full ravage' of what is going to happen to the 'Covid vaccinated' with full-out consequences taking anything between two years and 20 years to show. You can understand why when you consider that variations of the 'Covid vaccine' use mRNA (messenger RNA) to in theory activate the immune system to produce protective antibodies without using the actual 'virus'. How can they when it's a computer program and they've never isolated what they claim is the 'real thing'? Instead they use *synthetic* mRNA. They are inoculating synthetic material into the body which through a technique known as the Trojan horse is absorbed into cells to change the nature of DNA. Human DNA is changed by an infusion of messenger RNA and with each new 'vaccine' of this type it is changed even more. Say so and you are banned by Cult Internet platforms. The contempt the contemptuous Mark Zuckerberg has for the truth and human health can be seen in an internal Facebook video leaked to the Project Veritas investigative team in which he said of the 'Covid vaccines': '… I share some caution on this because we just don't know the long term side-effects of basically modifying people's DNA and RNA.' At the same time this disgusting man's Facebook was censoring and banning anyone saying exactly the same. He must go before a Nuremberg trial for crimes against humanity when he *knows* that he

is censoring legitimate concerns and denying the right of informed consent on behalf of the Cult that owns him. People have been killed and damaged by the very 'vaccination' technique he cast doubt on himself when they may not have had the 'vaccine' with access to information that he denied them. The plan is to have at least annual 'Covid vaccinations', add others to deal with invented 'variants', and change all other vaccines into the mRNA system. Pfizer executives told shareholders at a virtual Barclays Global Healthcare Conference in March, 2021, that the public may need a third dose of 'Covid vaccine', plus regular yearly boosters and the company planned to hike prices to milk the profits in a 'significant opportunity for our vaccine'. These are the professional liars, cheats and opportunists who are telling you their 'vaccine' is safe. Given this volume of mRNA planned to be infused into the human body and its ability to then replicate we will have a transformation of human genetics from biological to synthetic biological – exactly the long-time Cult plan for reasons we'll see – and many will die. Sherri Tenpenny said of this replication:

> It's like having an on-button but no off-button and that whole mechanism … they actually give it a name and they call it the Trojan horse mechanism, because it allows that [synthetic] virus and that piece of that [synthetic] virus to get inside of your cells, start to replicate and even get inserted into other parts of your DNA as a Trojan-horse.

Ask the overwhelming majority of people who have the 'vaccine' what they know about the contents and what they do and they would reply: 'The government says it will stop me getting the virus.' Governments give that false impression on purpose to increase take-up. You can read Sherri Tenpenny's detailed analysis of the health consequences in her blog at Vaxxter.com, but in summary these are some of them. She highlights the statement by Bill Gates about how human beings can become their own 'vaccine manufacturing machine'. The man is insane. ['Vaccine'-generated] 'antibodies' carry synthetic messenger RNA into the cells and the damage starts, Tenpenny contends, and she says that lungs can be adversely affected through varying degrees of pus and bleeding which

obviously affects breathing and would be dubbed 'Covid-19'. Even more sinister was the impact of 'antibodies' on macrophages, a white blood cell of the immune system. They consist of Type 1 and Type 2 which have very different functions. She said Type 1 are 'hyper-vigilant' white blood cells which 'gobble up' bacteria etc. However, in doing so, this could cause inflammation and in extreme circumstances be fatal. She says these affects are mitigated by Type 2 macrophages which kick in to calm down the system and stop it going rogue. They clear up dead tissue debris and reduce inflammation that the Type 1 'fire crews' have caused. Type 1 kills the infection and Type 2 heals the damage, she says. This is her punchline with regard to 'Covid vaccinations': She says that mRNA 'antibodies' block Type 2 macrophages by attaching to them and deactivating them. This meant that when the Type 1 response was triggered by infection there was nothing to stop that getting out of hand by calming everything down. There's an on-switch, but no off-switch, she says. What follows can be 'over and out, see you when I see you'.

## Genetic suicide

Tenpenny also highlights the potential for autoimmune disease – the body attacking itself – which has been associated with vaccines since they first appeared. Infusing a synthetic foreign substance into cells could cause the immune system to react in a panic believing that the body is being overwhelmed by an invader (it is) and the consequences can again be fatal. There is an autoimmune response known as a 'cytokine storm' which I have likened to a homeowner panicked by an intruder and picking up a gun to shoot randomly in all directions before turning the fire on himself. The immune system unleashes a storm of inflammatory response called cytokines to a threat and the body commits hara-kiri. The lesson is that you mess with the body's immune response at your peril and these 'vaccines' seriously – fundamentally – mess with immune response. Tenpenny refers to a consequence called anaphylactic shock which is a severe and highly dangerous allergic reaction when the immune system

floods the body with chemicals. She gives the example of having a bee sting which primes the immune system and makes it sensitive to those chemicals. When people are stung again maybe years later the immune response can be so powerful that it leads to anaphylactic shock. Tenpenny relates this 'shock' with regard to the 'Covid vaccine' to something called polyethylene glycol or PEG. Enormous numbers of people have become sensitive to this over decades of use in a whole range of products and processes including food, drink, skin creams and 'medicine'. Studies have claimed that some 72 percent of people have antibodies triggered by PEG compared with two percent in the 1960s and allergic hypersensitive reactions to this become a gathering cause for concern. Tenpenny points out that the 'mRNA vaccine' is coated in a 'bubble' of polyethylene glycol which has the potential to cause anaphylactic shock through immune sensitivity. Many reports have appeared of people reacting this way after having the 'Covid vaccine'. What do we think is going to happen as humanity has more and more of these 'vaccines'? Tenpenny said: 'All these pictures we have seen with people with these rashes … these weepy rashes, big reactions on their arms and things like that – it's an acute allergic reaction most likely to the polyethylene glycol that you've been previously primed and sensitised to.'

Those who have not studied the conspiracy and its perpetrators at length might think that making the population sensitive to PEG and then putting it in these 'vaccines' is just a coincidence. It is not. It is instead testament to how carefully and coldly-planned current events have been and the scale of the conspiracy we are dealing with. Tenpenny further explains that the 'vaccine' mRNA procedure can breach the blood-brain barrier which protects the brain from toxins and other crap that will cause malfunction. In this case they could make two proteins corrupt brain function to cause Amyotrophic lateral sclerosis (ALS) , a progressive nervous system disease leading to loss of muscle control, and frontal lobe degeneration – Alzheimer's and dementia. Immunologist J. Bart Classon published a paper connecting mRNA 'vaccines' to prion

disease which can lead to Alzheimer's and other forms of neurogenerative disease while others have pointed out the potential to affect the placenta in ways that make women infertile. This will become highly significant in the next chapter when I will discuss other aspects of this non-vaccine that relate to its nanotechnology and transmission from the injected to the uninjected.

## Qualified in idiocy

Tenpenny describes how research has confirmed that these 'vaccine'-generated antibodies can interact with a range of other tissues in the body and attack many other organs including the lungs. 'This means that if you have a hundred people standing in front of you that all got this shot they could have a hundred different symptoms.' Anyone really think that Cult gofers like the Queen, Tony Blair, Christopher Whitty, Anthony Fauci, and all the other psychopaths have really had this 'vaccine' in the pictures we've seen? Not a bloody chance. Why don't doctors all tell us about all these dangers and consequences of the 'Covid vaccine'? Why instead do they encourage and pressure patients to have the shot? Don't let's think for a moment that doctors and medical staff can't be stupid, lazy, and psychopathic and that's without the financial incentives to give the jab. Tenpenny again:

> Some people are going to die from the vaccine directly but a large number of people are going to start to get horribly sick and get all kinds of autoimmune diseases 42 days to maybe a year out. What are they going to do, these stupid doctors who say; 'Good for you for getting that vaccine.' What are they going to say; 'Oh, it must be a mutant, we need to give an extra dose of that vaccine.'
>
> Because now the vaccine, instead of one dose or two doses we need three or four because the stupid physicians aren't taking the time to learn anything about it. If I can learn this sitting in my living room reading a 19 page paper and several others so can they. There's nothing special about me, I just take the time to do it.

Remember how Sara Kayat, the NHS and TV doctor, said that the 'Covid vaccine' would '100 percent prevent hospitalisation and death'. Doctors can be idiots like every other profession and they

should not be worshipped as infallible. They are not and far from it. Behind many medical and scientific 'experts' lies an uninformed prat trying to hide themselves from you although in the 'Covid' era many have failed to do so as with UK narrative-repeating 'TV doctor' Hilary Jones. Pushing back against the minority of proper doctors and scientists speaking out against the 'vaccine' has been the entire edifice of the Cult global state in the form of governments, medical systems, corporations, mainstream media, Silicon Valley, and an army of compliant doctors, medical staff and scientists willing to say anything for money and to enhance their careers by promoting the party line. If you do that you are an 'expert' and if you won't you are an 'anti-vaxxer' and 'Covidiot'. The pressure to be 'vaccinated' is incessant. We have even had reports claiming that the 'vaccine' can help cure cancer and Alzheimer's and make the lame walk. I am waiting for the announcement that it can bring you coffee in the morning and cook your tea. Just as the symptoms of 'Covid' seem to increase by the week so have the miracles of the 'vaccine'. American supermarket giant Kroger Co. offered nearly 500,000 employees in 35 states a $100 bonus for having the 'vaccine' while donut chain Krispy Kreme promised 'vaccinated' customers a free glazed donut every day for the rest of 2021. Have your DNA changed and you will get a doughnut although we might not have to give you them for long. Such offers and incentives confirm the desperation.

Perhaps the worse vaccine-stunt of them all was UK 'Health' Secretary Matt-the-prat Hancock on live TV after watching a clip of someone being 'vaccinated' when the roll-out began. Hancock faked tears so badly it was embarrassing. Brain-of-Britain Piers Morgan, the lockdown-supporting, 'vaccine' supporting, 'vaccine' passport-supporting, TV host played along with Hancock – 'You're quite emotional about that' he said in response to acting so atrocious it would have been called out at a school nativity which will presumably today include Mary and Jesus in masks, wise men keeping their camels six feet apart, and shepherds under tent arrest. System-serving Morgan tweeted this: 'Love the idea of covid vaccine passports for everywhere: flights, restaurants, clubs, football, gyms,

shops etc. It's time covid-denying, anti-vaxxer loonies had their bullsh*t bluff called & bar themselves from going anywhere that responsible citizens go.' If only I could aspire to his genius. To think that Morgan, who specialises in shouting over anyone he disagrees with, was lauded as a free speech hero when he lost his job after storming off the set of his live show like a child throwing his dolly out of the pram. If he is a free speech hero we are in real trouble. I have no idea what 'bullsh*t' means, by the way, the * throws me completely.

The Cult is desperate to infuse its synthetic DNA-changing concoction into everyone and has been using every lie, trick and intimidation to do so. The question of '*Why*?' we shall now address.

## CHAPTER TEN

# Human 2.0

***I believe that at the end of the century the use of words and general educated opinion will have altered so much that one will be able to speak of machines thinking without expecting to be contradicted –***
**Alan Turing (1912-1954), the 'Father of artificial intelligence'**

I have been exposing for decades the plan to transform the human body from a biological to a synthetic-biological state. The new human that I will call Human 2.0 is planned to be connected to artificial intelligence and a global AI 'Smart Grid' that would operate as one global system in which AI would control everything from your fridge to your heating system to your car to your mind. Humans would no longer be 'human', but post-human and sub-human, with their thinking and emotional processes replaced by AI.

What I said sounded crazy and beyond science fiction and I could understand that. To any balanced, rational, mind it *is* crazy. Today, however, that world is becoming reality and it puts the 'Covid vaccine' into its true context. Ray Kurzweil is the ultra-Zionist 'computer scientist, inventor and futurist' and co-founder of the Singularity University. Singularity refers to the merging of humans with machines or 'transhumanism'. Kurzweil has said humanity would be connected to the cyber 'cloud' in the period of the ever-recurring year of 2030:

Our thinking … will be a hybrid of biological and non-biological thinking … humans will be able to extend their limitations and 'think in the cloud' … We're going to put gateways to the

cloud in our brains ... We're going to gradually merge and enhance ourselves ... In my view, that's the nature of being human – we transcend our limitations. As the technology becomes vastly superior to what we are then the small proportion that is still human gets smaller and smaller and smaller until it's just utterly negligible.

They are trying to sell this end-of-humanity-as-we-know-it as the next stage of 'evolution' when we become super-human and 'like the gods'. They are lying to you. Shocked, eh? The population, and again especially the young, have been manipulated into addiction to technologies designed to enslave them for life. First they induced an addiction to smartphones (holdables); next they moved to technology on the body (wearables); and then began the invasion of the body (implantables). I warned way back about the plan for microchipped people and we are now entering that era. We should not be diverted into thinking that this refers only to chips we can see. Most important are the nanochips known as smart dust, neural dust and nanobots which are far too small to be seen by the human eye. Nanotechnology is everywhere, increasingly in food products, and released into the atmosphere by the geoengineering of the skies funded by Bill Gates to 'shut out the Sun' and 'save the planet from global warming'. Gates has been funding a project to spray millions of tonnes of chalk (calcium carbonate) into the stratosphere over Sweden to 'dim the Sun' and cool the Earth. Scientists warned the move could be disastrous for weather systems in ways no one can predict and opposition led to the Swedish space agency announcing that the 'experiment' would not be happening as planned in the summer of 2021; but it shows where the Cult is going with dimming the impact of the Sun and there's an associated plan to change the planet's atmosphere. Who gives psychopath Gates the right to dictate to the entire human race and dismantle planetary systems? The world will not be safe while this man is at large.

The global warming hoax has made the Sun, like the gas of life, something to fear when both are essential to good health and human survival (more inversion). The body transforms sunlight into vital vitamin D through a process involving … *cholesterol*. This is the cholesterol we are also told to fear. We are urged to take Big Pharma

statin drugs to reduce cholesterol and it's all systematic. Reducing cholesterol means reducing vitamin D uptake with all the multiple health problems that will cause. At least if you take statins long term it saves the government from having to pay you a pension. The delivery system to block sunlight is widely referred to as chemtrails although these have a much deeper agenda, too. They appear at first to be contrails or condensation trails streaming from aircraft into cold air at high altitudes. Contrails disperse very quickly while chemtrails do not and spread out across the sky before eventually their content falls to earth. Many times I have watched aircraft cross-cross a clear blue sky releasing chemtrails until it looks like a cloudy day. Chemtrails contain many things harmful to humans and the natural world including toxic heavy metals, aluminium (see Alzheimer's) and nanotechnology. Ray Kurzweil reveals the reason without actually saying so: 'Nanobots will infuse all the matter around us with information. Rocks, trees, everything will become these intelligent creatures.' How do you deliver that? *From the sky*. Self-replicating nanobots would connect everything to the Smart Grid. The phenomenon of Morgellons disease began in the chemtrail era and the correlation has led to it being dubbed the 'chemtrail disease'. Self-replicating fibres appear in the body that can be pulled out through the skin. Morgellons fibres continue to grow outside the body and have a form of artificial intelligence. I cover this at greater length in *Phantom Self*.

## 'Vaccine' operating system

'Covid vaccines' with their self-replicating synthetic material are also designed to make the connection between humanity and Kurzweil's 'cloud'. American doctor and dedicated campaigner for truth, Carrie Madej, an Internal Medicine Specialist in Georgia with more than 20 years medical experience, has highlighted the nanotechnology aspect of the fake 'vaccines'. She explains how one of the components in at least the Moderna and Pfizer synthetic potions are 'lipid nanoparticles' which are 'like little tiny computer bits' – a 'sci-fi substance' known as nanobots and hydrogel which can be 'triggered

at any moment to deliver its payload' and act as 'biosensors'. The synthetic substance had 'the ability to accumulate data from your body like your breathing, your respiration, thoughts and emotions, all kind of things' and each syringe could carry a *million* nanobots:

This substance because it's like little bits of computers in your body, crazy, but it's true, it can do that, [and] obviously has the ability to act through Wi-Fi. It can receive and transmit energy, messages, frequencies or impulses. That issue has never been addressed by these companies. What does that do to the human?

Just imagine getting this substance in you and it can react to things all around you, the 5G, your smart device, your phones, what is happening with that? What if something is triggering it, too, like an impulse, a frequency? We have something completely foreign in the human body.

Madej said her research revealed that electromagnetic (EMF) frequencies emitted by phones and other devices had increased dramatically in the same period of the 'vaccine' rollout and she was seeing more people with radiation problems as 5G and other electromagnetic technology was expanded and introduced to schools and hospitals. She said she was 'floored with the EMF coming off' the devices she checked. All this makes total sense and syncs with my own work of decades when you think that Moderna refers in documents to its mRNA 'vaccine' as an 'operating system':

Recognizing the broad potential of mRNA science, we set out to create an mRNA technology platform that functions very much like an operating system on a computer. It is designed so that it can plug and play interchangeably with different programs. In our case, the 'program' or 'app' is our mRNA drug – the unique mRNA sequence that codes for a protein …

… Our MRNA Medicines – 'The 'Software Of Life': When we have a concept for a new mRNA medicine and begin research, fundamental components are already in place. Generally, the only thing that changes from one potential mRNA medicine to another is the coding region – the actual genetic code that instructs ribosomes to make protein. Utilizing these instruction sets gives our investigational mRNA medicines a software-like quality. We also have the ability to combine different mRNA sequences encoding for different proteins in a single mRNA investigational medicine.

Who needs a real 'virus' when you can create a computer version to justify infusing your operating system into the entire human race on the road to making living, breathing people into cyborgs? What is missed with the 'vaccines' is the *digital* connection between synthetic material and the body that I highlighted earlier with the study that hacked a computer with human DNA. On one level the body is digital, based on mathematical codes, and I'll have more about that in the next chapter. Those who ridiculously claim that mRNA 'vaccines' are not designed to change human genetics should explain the words of Dr Tal Zaks, chief medical officer at Moderna, in a 2017 TED talk. He said that over the last 30 years 'we've been living this phenomenal digital scientific revolution, and I'm here today to tell you, that we are actually *hacking the software of life*, and that it's changing the way we think about prevention and treatment of disease':

In every cell there's this thing called messenger RNA, or mRNA for short, that transmits the critical information from the DNA in our genes to the protein, which is really the stuff we're all made out of. This is the critical information that determines what the cell will do. So we think about it as an operating system. So if you could change that, if you could introduce a line of code, or change a line of code, it turns out, that has profound implications for everything, from the flu to cancer.

Zaks should more accurately have said that this has profound implications for the human genetic code and the nature of DNA. Communications within the body go both ways and not only one. But, hey, no, the 'Covid vaccine' will not affect your genetics. Cult fact-checkers say so even though the man who helped to develop the mRNA technique says that it does. Zaks said in 2017:

If you think about what it is we're trying to do. We've taken information and our understanding of that information and how that information is transmitted in a cell, and we've taken our understanding of medicine and how to make drugs, and we're fusing the two. We think of it as information therapy.

I have been writing for decades that the body is an information field communicating with itself and the wider world. This is why

radiation which is information can change the information field of body and mind through phenomena like 5G and change their nature and function. 'Information therapy' means to change the body's information field and change the way it operates. DNA is a receiver-transmitter of information and can be mutated by information like mRNA synthetic messaging. Technology to do this has been ready and waiting in the underground bases and other secret projects to be rolled out when the 'Covid' hoax was played. 'Trials' of such short and irrelevant duration were only for public consumption. When they say the 'vaccine' is 'experimental' that is not true. It may appear to be 'experimental' to those who don't know what's going on, but the trials have already been done to ensure the Cult gets the result it desires. Zaks said that it took decades to sequence the human genome, completed in 2003, but now they could do it in a week. By 'they' he means scientists operating in the public domain. In the secret projects they were sequencing the genome in a week long before even 2003.

## Deluge of mRNA

Highly significantly the Moderna document says the guiding premise is that if using mRNA as a medicine works for one disease then it should work for many diseases. They were leveraging the flexibility afforded by their platform and the fundamental role mRNA plays in protein synthesis to pursue mRNA medicines for a broad spectrum of diseases. Moderna is confirming what I was saying through 2020 that multiple 'vaccines' were planned for 'Covid' (and later invented 'variants') and that previous vaccines would be converted to the mRNA system to infuse the body with massive amounts of genetically-manipulating synthetic material to secure a transformation to a synthetic-biological state. The 'vaccines' are designed to kill stunning numbers as part of the long-exposed Cult depopulation agenda and transform the rest. Given this is the goal you can appreciate why there is such hysterical demand for every human to be 'vaccinated' for an alleged 'disease' that has an estimated 'infection' to 'death' ratio of 0.23-0.15 percent. As I write

children are being given the 'vaccine' in trials (their parents are a disgrace) and ever-younger people are being offered the vaccine for a 'virus' that even if you believe it exists has virtually zero chance of harming them. Horrific effects of the 'trials' on a 12-year-old girl were revealed by a family member to be serious brain and gastric problems that included a bowel obstruction and the inability to swallow liquids or solids. She was unable to eat or drink without throwing up, had extreme pain in her back, neck and abdomen, and was paralysed from the waist down which stopped her urinating unaided. When the girl was first taken to hospital doctors said it was all in her mind. She was signed up for the 'trial' by her parents for whom no words suffice. None of this 'Covid vaccine' insanity makes any sense unless you see what the 'vaccine' really is – a body-changer. Synthetic biology or 'SynBio' is a fast-emerging and expanding scientific discipline which includes everything from genetic and molecular engineering to electrical and computer engineering. Synthetic biology is defined in these ways:

- A multidisciplinary area of research that seeks to create new biological parts, devices, and systems, or to redesign systems that are already found in nature.

- The use of a mixture of physical engineering and genetic engineering to create new (and therefore synthetic) life forms.

- An emerging field of research that aims to combine the knowledge and methods of biology, engineering and related disciplines in the design of chemically-synthesized DNA to create organisms with novel or enhanced characteristics and traits (synthetic organisms including humans).

We now have synthetic blood, skin, organs and limbs being developed along with synthetic body parts produced by 3D printers. These are all elements of the synthetic human programme and this comment by Kurzweil's co-founder of the Singularity University,

Peter Diamandis, can be seen in a whole new light with the 'Covid' hoax and the sanctions against those that refuse the 'vaccine':

Anybody who is going to be resisting the progress forward [to transhumanism] is going to be resisting evolution and, fundamentally, they will die out. It's not a matter of whether it's good or bad. It's going to happen.

'Resisting evolution'? What absolute bollocks. The arrogance of these people is without limit. His 'it's going to happen' mantra is another way of saying 'resistance is futile' to break the spirit of those pushing back and we must not fall for it. Getting this genetically-transforming 'vaccine' into everyone is crucial to the Cult plan for total control and the desperation to achieve that is clear for anyone to see. Vaccine passports are a major factor in this and they, too, are a form of resistance is futile. It's NOT. The paper funded by the Rockefeller Foundation for the 2013 'health conference' in China said:

We will interact more with artificial intelligence. The use of robotics, bio-engineering to augment human functioning is already well underway and will advance. Re-engineering of humans into potentially separate and unequal forms through genetic engineering or mixed human-robots raises debates on ethics and equality.

A new demography is projected to emerge after 2030 [that year again] of technologies (robotics, genetic engineering, nanotechnology) producing robots, engineered organisms, 'nanobots' and artificial intelligence (AI) that can self-replicate. Debates will grow on the implications of an impending reality of human designed life.

What is happening today is so long planned. The world army enforcing the will of the world government is intended to be a robot army, not a human one. Today's military and its technologically 'enhanced' troops, pilotless planes and driverless vehicles are just stepping stones to that end. Human soldiers are used as Cult fodder and its time they woke up to that and worked for the freedom of the population instead of their own destruction and their family's destruction – the same with the police. Join us and let's sort this out. The phenomenon of enforce my own destruction is widespread in the 'Covid' era with Woker 'luvvies' in the acting and entertainment

industries supporting 'Covid' rules which have destroyed their profession and the same with those among the public who put signs on the doors of their businesses 'closed due to Covid – stay safe' when many will never reopen. It's a form of masochism and most certainly insanity.

## Transgender = transhumanism

When something explodes out of nowhere and is suddenly everywhere it is always the Cult agenda and so it is with the tidal wave of claims and demands that have infiltrated every aspect of society under the heading of 'transgenderism'. The term 'trans' is so 'in' and this is the dictionary definition:

A prefix meaning 'across', 'through', occurring … in loanwords from Latin, used in particular for denoting movement or conveyance from place to place (transfer; transmit; transplant) or complete change (transform; transmute), or to form adjectives meaning 'crossing', 'on the other side of', or 'going beyond' the place named (transmontane; transnational; trans-Siberian).

Transgender means to go beyond gender and transhuman means to go beyond human. Both are aspects of the Cult plan to transform the human body to a synthetic state with *no gender*. Human 2.0 is not designed to procreate and would be produced technologically with no need for parents. The new human would mean the end of parents and so men, and increasingly women, are being targeted for the deletion of their rights and status. Parental rights are disappearing at an ever-quickening speed for the same reason. The new human would have no need for men or women when there is no procreation and no gender. Perhaps the transgender movement that appears to be in a permanent state of frenzy might now contemplate on how it is being used. This was never about transgender rights which are only the interim excuse for confusing gender, particularly in the young, on the road to *fusing* gender. Transgender activism is not an end; it is a *means* to an end. We see again the technique of creative destruction in which you destroy the status quo to 'build back better' in the form that you want. The gender status quo had to be

destroyed by persuading the Cult-created Woke mentality to believe that you can have 100 genders or more. A programme for 9 to 12 year olds produced by the Cult-owned BBC promoted the 100 genders narrative. The very idea may be the most monumental nonsense, but it is not what is true that counts, only what you can make people *believe* is true. Once the gender of 2 + 2 = 4 has been dismantled through indoctrination, intimidation and 2 + 2 = 5 then the new no-gender normal can take its place with Human 2.0. Aldous Huxley revealed the plan in his prophetic *Brave New World* in 1932:

> Natural reproduction has been done away with and children are created, decanted', and raised in 'hatcheries and conditioning centres'. From birth, people are genetically designed to fit into one of five castes, which are further split into 'Plus' and 'Minus' members and designed to fulfil predetermined positions within the social and economic strata of the World State.

How could Huxley know this in 1932? For the same reason George Orwell knew about the Big Brother state in 1948, Cult insiders I have quoted knew about it in 1969, and I have known about it since the early 1990s. If you are connected to the Cult or you work your balls off to uncover the plan you can predict the future. The process is simple. If there is a plan for the world and nothing intervenes to stop it then it will happen. Thus if you communicate the plan ahead of time you are perceived to have predicted the future, but you haven't. You have revealed the plan which without intervention will become the human future. The whole reason I have done what I have is to alert enough people to inspire an intervention and maybe at last that time has come with the Cult and its intentions now so obvious to anyone with a brain in working order.

## The future is here

Technological wombs that Huxley described to replace parent procreation are already being developed and they are only the projects we know about in the public arena. Israeli scientists told *The Times of Israel* in March, 2021, that they have grown 250-cell embryos

into mouse foetuses with fully formed organs using artificial wombs in a development they say could pave the way for gestating humans outside the womb. Professor Jacob Hanna of the Weizmann Institute of Science said:

We took mouse embryos from the mother at day five of development, when they are just of 250 cells, and had them in the incubator from day five until day 11, by which point they had grown all their organs.

By day 11 they make their own blood and have a beating heart, a fully developed brain. Anybody would look at them and say, 'this is clearly a mouse foetus with all the characteristics of a mouse.' It's gone from being a ball of cells to being an advanced foetus.

A special liquid is used to nourish embryo cells in a laboratory dish and they float on the liquid to duplicate the first stage of embryonic development. The incubator creates all the right conditions for its development, Hanna said. The liquid gives the embryo 'all the nutrients, hormones and sugars they need' along with a custom-made electronic incubator which controls gas concentration, pressure and temperature. The cutting-edge in the underground bases and other secret locations will be light years ahead of that, however, and this was reported by the London *Guardian* in 2017:

We are approaching a biotechnological breakthrough. Ectogenesis, the invention of a complete external womb, could completely change the nature of human reproduction. In April this year, researchers at the Children's Hospital of Philadelphia announced their development of an artificial womb.

The article was headed 'Artificial wombs could soon be a reality. What will this mean for women?' What would it mean for children is an even bigger question. No mother to bond with only a machine in preparation for a life of soulless interaction and control in a world governed by machines (see the *Matrix* movies). Now observe the calculated manipulations of the 'Covid' hoax as human interaction and warmth has been curtailed by distancing, isolation and fear with people communicating via machines on a scale never seen before.

These are all dots in the same picture as are all the personal assistants, gadgets and children's toys through which kids and adults communicate with AI as if it is human. The AI 'voice' on Sat-Nav should be included. All these things are psychological preparation for the Cult endgame. Before you can make a physical connection with AI you have to make a psychological connection and that is what people are being conditioned to do with this ever gathering human-AI interaction. Movies and TV programmes depicting the transhuman, robot dystopia relate to a phenomenon known as 'pre-emptive programming' in which the world that is planned is portrayed everywhere in movies, TV and advertising. This is conditioning the conscious and subconscious mind to become familiar with the planned reality to dilute resistance when it happens for real. What would have been a shock such is the change is made less so. We have young children put on the road to transgender transition surgery with puberty blocking drugs at an age when they could never be able to make those life-changing decisions.

Rachel Levine, a professor of paediatrics and psychiatry who believes in treating children this way, became America's highest-ranked openly-transgender official when she was confirmed as US Assistant Secretary at the Department of Health and Human Services after being nominated by Joe Biden (the Cult). Activists and governments press for laws to deny parents a say in their children's transition process so the kids can be isolated and manipulated into agreeing to irreversible medical procedures. A Canadian father Robert Hoogland was denied bail by the Vancouver Supreme Court in 2021 and remained in jail for breaching a court order that he stay silent over his young teenage daughter, a minor, who was being offered life-changing hormone therapy without parental consent. At the age of 12 the girl's 'school counsellor' said she may be transgender, referred her to a doctor and told the school to treat her like a boy. This is another example of state-serving schools imposing ever more control over children's lives while parents have ever less.

Contemptible and extreme child abuse is happening all over the world as the Cult gender-fusion operation goes into warp-speed.

## Why the war on men – and now women?

The question about what artificial wombs mean for women should rightly be asked. The answer can be seen in the deletion of women's rights involving sport, changing rooms, toilets and status in favour of people in male bodies claiming to identify as women. I can identify as a mountain climber, but it doesn't mean I can climb a mountain any more than a biological man can be a biological woman. To believe so is a triumph of belief over factual reality which is the very perceptual basis of everything Woke. Women's sport is being destroyed by allowing those with male bodies who say they identify as female to 'compete' with girls and women. Male body 'women' dominate 'women's' competition with their greater muscle mass, bone density, strength and speed. With that disadvantage sport for women loses all meaning. To put this in perspective nearly 300 American high school boys can run faster than the quickest woman sprinter in the world. Women are seeing their previously protected spaces invaded by male bodies simply because they claim to identify as women. That's all they need to do to access all women's spaces and activities under the Biden 'Equality Act' that destroys equality for women with the usual Orwellian Woke inversion. Male sex offenders have already committed rapes in women's prisons after claiming to identify as women to get them transferred. Does this not matter to the Woke 'equality' hypocrites? Not in the least. What matters to Cult manipulators and funders behind transgender activists is to advance gender fusion on the way to the no-gender 'human'. When you are seeking to impose transparent nonsense like this, or the 'Covid' hoax, the only way the nonsense can prevail is through censorship and intimidation of dissenters, deletion of factual information, and programming of the unquestioning, bewildered and naive. You don't have to scan the world for long to see that all these things are happening.

Many women's rights organisations have realised that rights and status which took such a long time to secure are being eroded and that it is systematic. Kara Dansky of the global Women's Human Rights Campaign said that Biden's transgender executive order immediately he took office, subsequent orders, and Equality Act legislation that followed 'seek to erase women and girls in the law as a category'. *Exactly*. I said during the long ago-started war on men (in which many women play a crucial part) that this was going to turn into a war on them. The Cult is phasing out *both* male and female genders. To get away with that they are brought into conflict so they are busy fighting each other while the Cult completes the job with no unity of response. Unity, people, *unity*. We need unity everywhere. Transgender is the only show in town as the big step towards the no-gender human. It's not about rights for transgender people and never has been. Woke political correctness is deleting words relating to genders to the same end. Wokers believe this is to be 'inclusive' when the opposite is true. They are deleting words describing gender because gender *itself* is being deleted by Human 2.0. Terms like 'man', 'woman', 'mother' and 'father' are being deleted in the universities and other institutions to be replaced by the *no*-gender, not trans-gender, 'individuals' and 'guardians'. Women's rights campaigner Maria Keffler of Partners for Ethical Care said: 'Children are being taught from kindergarten upward that some boys have a vagina, some girls have a penis, and that kids can be any gender they want to be.' Do we really believe that suddenly countries all over the world at the same time had the idea of having drag queens go into schools or read transgender stories to very young children in the local library? It's coldly-calculated confusion of gender on the way to the fusion of gender. Suzanne Vierling, a psychologist from Southern California, made another important point:

Yesterday's slave woman who endured gynecological medical experiments is today's girl-child being butchered in a booming gender-transitioning sector. Ovaries removed, pushing her into menopause and osteoporosis, uncharted territory, and parents' rights and authority decimated.

The erosion of parental rights is a common theme in line with the Cult plans to erase the very concept of parents and 'ovaries removed, pushing her into menopause' means what? Those born female lose the ability to have children – another way to discontinue humanity as we know it.

## Eliminating Human 1.0 (before our very eyes)

To pave the way for Human 2.0 you must phase out Human 1.0. This is happening through plummeting sperm counts and making women infertile through an onslaught of chemicals, radiation (including smartphones in pockets of men) and mRNA 'vaccines'. Common agriculture pesticides are also having a devastating impact on human fertility. I have been tracking collapsing sperm counts in the books for a long time and in 2021 came a book by fertility scientist and reproductive epidemiologist Shanna Swan, *Count Down: How Our Modern World Is Threatening Sperm Counts, Altering Male and Female Reproductive Development and Imperiling the Future of the Human Race*. She reports how the global fertility rate dropped by *half* between 1960 and 2016 with America's birth rate 16 percent below where it needs to be to sustain the population. Women are experiencing declining egg quality, more miscarriages, and more couples suffer from infertility. Other findings were an increase in erectile dysfunction, infant boys developing more genital abnormalities, male problems with conception, and plunging levels of the male hormone testosterone which would explain why so many men have lost their backbone and masculinity. This has been very evident during the 'Covid' hoax when women have been prominent among the Pushbackers and big strapping blokes have bowed their heads, covered their faces with a nappy and quietly submitted. Mind control expert Cathy O'Brien also points to how global education introduced the concept of 'we're all winners' in sport and classrooms: 'Competition was defused, and it in turn defused a sense of fighting back.' This is another version of the 'equity' doctrine in which you drive down rather than raise up. What a contrast in Cult-controlled China with its global ambitions

where the government published plans in January, 2021, to 'cultivate masculinity' in boys from kindergarten through to high school in the face of a 'masculinity crisis'. A government adviser said boys would be soon become 'delicate, timid and effeminate' unless action was taken. Don't expect any similar policy in the targeted West. A 2006 study showed that a 65-year-old man in 2002 had testosterone levels *15 percent* lower than a 65-year-old man in 1987 while a 2020 study found a similar story with young adults and adolescents. Men are getting prescriptions for testosterone replacement therapy which causes an even greater drop in sperm count with up to 99 percent seeing sperm counts drop to zero during the treatment. More sperm is defective and malfunctioning with some having two heads or not pursuing an egg.

A class of *synthetic* chemicals known as phthalates are being blamed for the decline. These are found everywhere in plastics, shampoos, cosmetics, furniture, flame retardants, personal care products, pesticides, canned foods and even receipts. Why till receipts? Everyone touches them. Let no one delude themselves that all this is not systematic to advance the long-time agenda for human body transformation. Phthalates mimic hormones and disrupt the hormone balance causing testosterone to fall and genital birth defects in male infants. Animals and fish have been affected in the same way due to phthalates and other toxins in rivers. When fish turn gay or change sex through chemicals in rivers and streams it is a pointer to why there has been such an increase in gay people and the sexually confused. It doesn't matter to me what sexuality people choose to be, but if it's being affected by chemical pollution and consumption then we need to know. Does anyone really think that this is not connected to the transgender agenda, the war on men and the condemnation of male 'toxic masculinity'? You watch this being followed by 'toxic femininity'. It's already happening. When breastfeeding becomes 'chest-feeding', pregnant women become pregnant people along with all the other Woke claptrap you know that the world is going insane and there's a Cult scam in progress. Transgender activists are promoting the Cult agenda while Cult

billionaires support and fund the insanity as they laugh themselves to sleep at the sheer stupidity for which humans must be infamous in galaxies far, far away.

## 'Covid vaccines' and female infertility

We can now see why the 'vaccine' has been connected to potential infertility in women. Dr Michael Yeadon, former Vice President and Chief Scientific Advisor at Pfizer, and Dr Wolfgang Wodarg in Germany, filed a petition with the European Medicines Agency in December, 2020, urging them to stop trials for the Pfizer/BioNTech shot and all other mRNA trials until further studies had been done. They were particularly concerned about possible effects on fertility with 'vaccine'-produced antibodies attacking the protein Syncytin-1 which is responsible for developing the placenta. The result would be infertility 'of indefinite duration' in women who have the 'vaccine' with the placenta failing to form. Section 10.4.2 of the Pfizer/BioNTech trial protocol says that pregnant women or those who might become so should not have mRNA shots. Section 10.4 warns men taking mRNA shots to 'be abstinent from heterosexual intercourse' and not to donate sperm. The UK government said that it *did not know* if the mRNA procedure had an effect on fertility. *Did not know?* These people have to go to jail. UK government advice did not recommend at the start that pregnant women had the shot and said they should avoid pregnancy for at least two months after 'vaccination'. The 'advice' was later updated to pregnant women should only have the 'vaccine' if the benefits outweighed the risks to mother and foetus. What the hell is that supposed to mean? Then 'spontaneous abortions' began to appear and rapidly increase on the adverse reaction reporting schemes which include only a fraction of adverse reactions. Thousands and ever-growing numbers of 'vaccinated' women are describing changes to their menstrual cycle with heavier blood flow, irregular periods and menstruating again after going through the menopause – all links to reproduction effects. Women are passing blood clots and the lining of their uterus while men report erectile dysfunction and blood effects. Most

significantly of all *un*vaccinated women began to report similar menstrual changes after interaction with *'vaccinated'* people and men and children were also affected with bleeding noses, blood clots and other conditions. 'Shedding' is when vaccinated people can emit the content of a vaccine to affect the unvaccinated, but this is different. 'Vaccinated' people were not shedding a 'live virus' allegedly in 'vaccines' as before because the fake 'Covid vaccines' involve synthetic material and other toxicity. Doctors exposing what is happening prefer the term 'transmission' to shedding. Somehow those that have had the shots are transmitting effects to those that haven't. Dr Carrie Madej said the nano-content of the 'vaccines' can 'act like an antenna' to others around them which fits perfectly with my own conclusions. This 'vaccine' transmission phenomenon was becoming known as the book went into production and I deal with this further in the Postscript.

Vaccine effects on sterility are well known. The World Health Organization was accused in 2014 of sterilising millions of women in Kenya with the evidence confirmed by the content of the vaccines involved. The same WHO behind the 'Covid' hoax admitted its involvement for more than ten years with the vaccine programme. Other countries made similar claims. Charges were lodged by Tanzania, Nicaragua, Mexico, and the Philippines. The Gardasil vaccine claimed to protect against a genital 'virus' known as HPV has also been linked to infertility. Big Pharma and the WHO (same thing) are criminal and satanic entities. Then there's the Bill Gates Foundation which is connected through funding and shared interests with 20 pharmaceutical giants and laboratories. He stands accused of directing the policy of United Nations Children's Fund (UNICEF), vaccine alliance GAVI, and other groupings, to advance the vaccine agenda and silence opposition at great cost to women and children. At the same time Gates wants to reduce the global population. Coincidence?

## Great Reset = Smart Grid = new human

The Cult agenda I have been exposing for 30 years is now being openly promoted by Cult assets like Gates and Klaus Schwab of the World Economic Forum under code-terms like the 'Great Reset', 'Build Back Better' and 'a rare but narrow window of opportunity to reflect, reimagine, and reset our world'. What provided this 'rare but narrow window of opportunity'? The 'Covid' hoax did. Who created that? *They* did. My books from not that long ago warned about the planned 'Internet of Things' (IoT) and its implications for human freedom. This was the plan to connect all technology to the Internet and artificial intelligence and today we are way down that road with an estimated 36 billion devices connected to the World Wide Web and that figure is projected to be 76 billion by 2025. I further warned that the Cult planned to go beyond that to the Internet of *Everything* when the human brain was connected via AI to the Internet and Kurzweil's 'cloud'. Now we have Cult operatives like Schwab calling for precisely that under the term 'Internet of Bodies', a fusion of the physical, digital and biological into one centrally-controlled Smart Grid system which the Cult refers to as the 'Fourth Industrial Revolution'. They talk about the 'biological', but they really mean the synthetic-biological which is required to fully integrate the human body and brain into the Smart Grid and artificial intelligence planned to replace the human mind. We have everything being synthetically manipulated including the natural world through GMO and smart dust, the food we eat and the human body itself with synthetic 'vaccines'. I said in *The Answer* that we would see the Cult push for synthetic meat to replace animals and in February, 2021, the so predictable psychopath Bill Gates called for the introduction of synthetic meat to save us all from 'climate change'. The climate hoax just keeps on giving like the 'Covid' hoax. The war on meat by vegan activists is a carbon (oops, sorry) copy of the manipulation of transgender activists. They have no idea (except their inner core) that they are being used to promote and impose the agenda of the Cult or that they are only the *vehicle* and not the *reason*. This is not to say those who choose not to eat meat shouldn't be respected and supported in that right, but there are ulterior motives

for those in power. A *Forbes* article in December, 2019, highlighted the plan so beloved of Schwab and the Cult under the heading: 'What Is The Internet of Bodies? And How Is It Changing Our World?' The article said the human body is the latest data platform (remember 'our vaccine is an operating system'). *Forbes* described the plan very accurately and the words could have come straight out of my books from long before:

The Internet of Bodies (IoB) is an extension of the IoT and basically connects the human body to a network through devices that are ingested, implanted, or connected to the body in some way. Once connected, data can be exchanged, and the body and device can be remotely monitored and controlled.

They were really describing a human hive mind with human perception centrally-dictated via an AI connection as well as allowing people to be 'remotely monitored and controlled'. Everything from a fridge to a human mind could be directed from a central point by these insane psychopaths and 'Covid vaccines' are crucial to this. Forbes explained the process I mentioned earlier of holdable and wearable technology followed by implantable. The article said there were three generations of the Internet of Bodies that include:

- Body external: These are wearable devices such as Apple Watches or Fitbits that can monitor our health.

- Body internal: These include pacemakers, cochlear implants, and digital pills that go inside our bodies to monitor or control various aspects of health.

- Body embedded: The third generation of the Internet of Bodies is embedded technology where technology and the human body are melded together and have a real-time connection to a remote machine.

*Forbes* noted the development of the Brain Computer Interface (BCI) which merges the brain with an external device for monitoring and controlling in real-time. 'The ultimate goal is to help restore function to individuals with disabilities by using brain signals rather than conventional neuromuscular pathways.' Oh, do fuck off. The goal of brain interface technology is controlling human thought and emotion from the central point in a hive mind serving its masters wishes. Many people are now agreeing to be chipped to open doors without a key. You can recognise them because they'll be wearing a mask, social distancing and lining up for the 'vaccine'. The Cult plans a Great Reset money system after they have completed the demolition of the global economy in which 'money' will be exchanged through communication with body operating systems. Rand Corporation, a Cult-owned think tank, said of the Internet of Bodies or IoB:

> Internet of Bodies technologies fall under the broader IoT umbrella. But as the name suggests, IoB devices introduce an even more intimate interplay between humans and gadgets. IoB devices monitor the human body, collect health metrics and other personal information, and transmit those data over the Internet. Many devices, such as fitness trackers, are already in use … IoB devices … and those in development can track, record, and store users' whereabouts, bodily functions, and what they see, hear, and even think.

Schwab's World Economic Forum, a long-winded way of saying 'fascism' or 'the Cult', has gone full-on with the Internet of Bodies in the 'Covid' era. 'We're entering the era of the Internet of Bodies', it declared, 'collecting our physical data via a range of devices that can be implanted, swallowed or worn'. The result would be a huge amount of health-related data that could improve human wellbeing around the world, and prove crucial in fighting the 'Covid-19 pandemic'. Does anyone think these clowns care about 'human wellbeing' after the death and devastation their pandemic hoax has purposely caused? Schwab and co say we should move forward with the Internet of Bodies because 'Keeping track of symptoms could help us stop the spread of infection, and quickly detect new cases'. How wonderful, but keeping track' is all they are really bothered

about. Researchers were investigating if data gathered from smartwatches and similar devices could be used as viral infection alerts by tracking the user's heart rate and breathing. Schwab said in his 2018 book *Shaping the Future of the Fourth Industrial Revolution*:

> The lines between technologies and beings are becoming blurred and not just by the ability to create lifelike robots or synthetics. Instead it is about the ability of new technologies to literally become part of us. Technologies already influence how we understand ourselves, how we think about each other, and how we determine our realities. As the technologies … give us deeper access to parts of ourselves, we may begin to integrate digital technologies into our bodies.

You can see what the game is. Twenty-four hour control and people – if you could still call them that – would never know when something would go ping and take them out of circulation. It's the most obvious rush to a global fascist dictatorship and the complete submission of humanity and yet still so many are locked away in their Cult-induced perceptual coma and can't see it.

## Smart Grid control centres

The human body is being transformed by the 'vaccines' and in other ways into a synthetic cyborg that can be attached to the global Smart Grid which would be controlled from a central point and other sub-locations of Grid manipulation. Where are these planned to be? Well, China for a start which is one of the Cult's biggest centres of operation. The technological control system and technocratic rule was incubated here to be unleashed across the world after the 'Covid' hoax came out of China in 2020. Another Smart Grid location that will surprise people new to this is Israel. I have exposed in *The Trigger* how Sabbatian technocrats, intelligence and military operatives were behind the horrors of 9/11 and not '19 Arab hijackers' who somehow manifested the ability to pilot big passenger airliners when instructors at puddle-jumping flying schools described some of them as a joke. The 9/11 attacks were made possible through control of civilian and military air computer systems and those of the White House, Pentagon and connected agencies. See *The Trigger* – it

will blow your mind. The controlling and coordinating force were the Sabbatian networks in Israel and the United States which by then had infiltrated the entire US government, military and intelligence system. The real name of the American Deep State is 'Sabbatian State'. Israel is a tiny country of only nine million people, but it is one of the global centres of cyber operations and fast catching Silicon Valley in importance to the Cult. Israel is known as the 'start-up nation' for all the cyber companies spawned there with the Sabbatian specialisation of 'cyber security' that I mentioned earlier which gives those companies access to computer systems of their clients in real time through 'backdoors' written into the coding when security software is downloaded. The Sabbatian centre of cyber operations outside Silicon Valley is the Israeli military Cyber Intelligence Unit, the biggest infrastructure project in Israel's history, headquartered in the desert-city of Beersheba and involving some 20,000 'cyber soldiers'. Here are located a literal army of Internet trolls scanning social media, forums and comment lists for anyone challenging the Cult agenda. The UK military has something similar with its 77th Brigade and associated operations. The Beersheba complex includes research and development centres for other Cult operations such as Intel, Microsoft, IBM, Google, Apple, Hewlett-Packard, Cisco Systems, Facebook and Motorola. Techcrunch.com ran an article about the Beersheba global Internet technology centre headlined 'Israel's desert city of Beersheba is turning into a cybertech oasis':

> The military's massive relocation of its prestigious technology units, the presence of multinational and local companies, a close proximity to Ben Gurion University and generous government subsidies are turning Beersheba into a major global cybertech hub. Beersheba has all of the ingredients of a vibrant security technology ecosystem, including Ben Gurion University with its graduate program in cybersecurity and Cyber Security Research Center, and the presence of companies such as EMC, Deutsche Telekom, PayPal, Oracle, IBM, and Lockheed Martin. It's also the future home of the INCB (Israeli National Cyber Bureau); offers a special income tax incentive for cyber security companies, and was the site for the relocation of the army's intelligence corps units.

Sabbatians have taken over the cyber world through the following process: They scan the schools for likely cyber talent and develop them at Ben Gurion University and their period of conscription in the Israeli Defense Forces when they are stationed at the Beersheba complex. When the cyber talented officially leave the army they are funded to start cyber companies with technology developed by themselves or given to them by the state. Much of this is stolen through backdoors of computer systems around the world with America top of the list. Others are sent off to Silicon Valley to start companies or join the major ones and so we have many major positions filled by apparently 'Jewish' but really Sabbatian operatives. Google, YouTube and Facebook are all run by 'Jewish' CEOs while Twitter is all but run by ultra-Zionist hedge-fund shark Paul Singer. At the centre of the Sabbatian global cyber web is the Israeli army's Unit 8200 which specialises in hacking into computer systems of other countries, inserting viruses, gathering information, instigating malfunction, and even taking control of them from a distance. A long list of Sabbatians involved with 9/11, Silicon Valley and Israeli cyber security companies are operatives of Unit 8200. This is not about Israel. It's about the Cult. Israel is planned to be a Smart Grid hub as with China and what is happening at Beersheba is not for the benefit of Jewish people who are treated disgustingly by the Sabbatian elite that control the country. A glance at the Nuremberg Codes will tell you that.

The story is much bigger than 'Covid', important as that is to where we are being taken. Now, though, it's time to really strap in. There's more … much more …

## CHAPTER ELEVEN

# Who controls the Cult?

***Awake, arise or be forever fall'n***
**John Milton, *Paradise Lost***

I have exposed this far the level of the Cult conspiracy that operates in the world of the seen and within the global secret society and satanic network which operates in the shadows one step back from the seen. The story, however, goes much deeper than that.

The 'Covid' hoax is major part of the Cult agenda, but only part, and to grasp the biggest picture we have to expand our attention beyond the realm of human sight and into the infinity of possibility that we cannot see. It is from here, ultimately, that humanity is being manipulated into a state of total control by the force which dictates the actions of the Cult. How much of reality can we see? Next to damn all is the answer. We may appear to see all there is to see in the 'space' our eyes survey and observe, but little could be further from the truth. The human 'world' is only a tiny band of frequency that the body's visual and perceptual systems can decode into *perception* of a 'world'. According to mainstream science the electromagnetic spectrum is 0.005 percent of what exists in the Universe (Fig 10). The maximum estimate I have seen is 0.5 percent and either way it's miniscule. I say it is far, far, smaller even than 0.005 percent when you compare reality we see with the totality of reality that we don't. Now get this if you are new to such information: Visible light, the only band of frequency that we can see, is a *fraction* of the 0.005

percent (Fig 11 overleaf). Take this further and realise that our universe is one of infinite universes and that universes are only a fragment of overall reality – *infinite* reality. Then compare that with the almost infinitesimal frequency band of visible light or human sight. You see that humans are as near blind as it is possible to be without actually being so. Artist and filmmaker, Sergio Toporek, said:

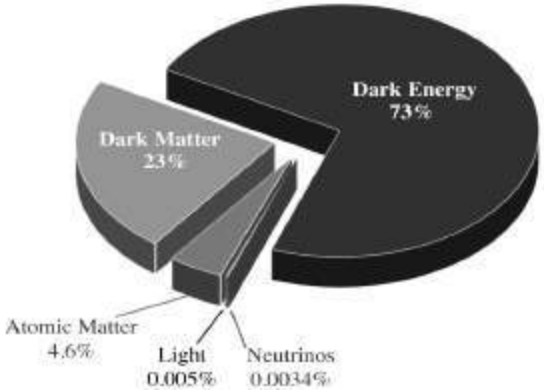



**Figure 10:** Humans can perceive such a tiny band of visual reality it's laughable.

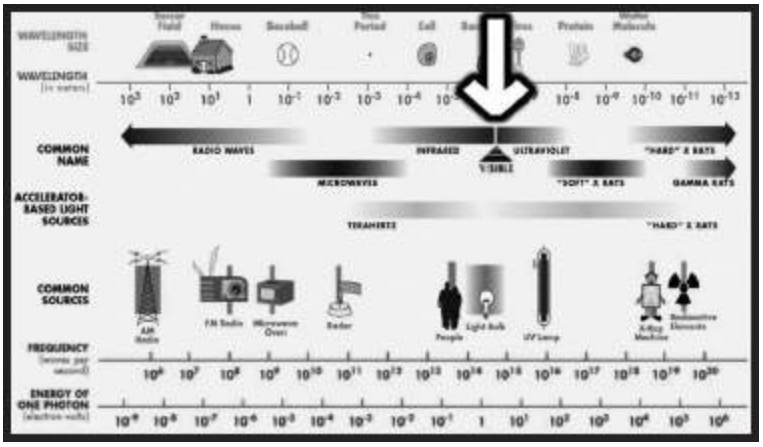



**Figure 11:** We can see a smear of the 0.005 percent electromagnetic spectrum, but we still know it all. Yep, makes sense.

Consider that you can see less than 1% of the electromagnetic spectrum and hear less than 1% of the acoustic spectrum. 90% of the cells in your body carry their own microbial DNA and are not 'you'. The atoms in your body are 99.9999999999999999% empty space and none of them are the ones you were born with ... Human beings have 46 chromosomes, two less than a potato.

The existence of the rainbow depends on the conical photoreceptors in your eyes; to animals without cones, the rainbow does not exist. So you don't just look at a rainbow, you create it. This is pretty amazing, especially considering that all the beautiful colours you see represent less than 1% of the electromagnetic spectrum.

Suddenly the 'world' of humans looks a very different place. Take into account, too, that Planet Earth when compared with the projected size of this single universe is the equivalent of a billionth of a pinhead. Imagine the ratio that would be when compared to infinite reality. To think that Christianity once insisted that Earth and humanity were the centre of everything. This background is vital if we are going to appreciate the nature of 'human' and how we can be manipulated by an unseen force. To human visual reality virtually *everything* is unseen and yet the prevailing perception within the institutions and so much of the public is that if we can't see it, touch it, hear it, taste it and smell it then it cannot exist. Such perception is indoctrinated and encouraged by the Cult and its agents because it isolates believers in the strictly limited, village-idiot, realm of the five senses where perceptions can be firewalled and information controlled. Most of those perpetuating the 'this-world-is-all-there-is' insanity are themselves indoctrinated into believing the same delusion. While major players and influencers know that official reality is laughable most of those in science, academia and medicine really believe the nonsense they peddle and teach succeeding generations. Those who challenge the orthodoxy are dismissed as nutters and freaks to protect the manufactured illusion from exposure. Observe the dynamic of the 'Covid' hoax and you will see how that takes the same form. The inner-circle psychopaths knows it's a gigantic scam, but almost the entirety of those imposing their fascist rules believe that 'Covid' is all that they're told it is.

## Stolen identity

Ask people who they are and they will give you their name, place of birth, location, job, family background and life story. Yet that is not who they are – it is what they are *experiencing*. The difference is *absolutely crucial*. The true 'I', the eternal, infinite 'I', is consciousness,

a state of being aware. Forget 'form'. That is a vehicle for a brief experience. Consciousness does not come *from* the brain, but *through* the brain and even that is more symbolic than literal. We are awareness, pure awareness, and this is what withdraws from the body at what we call 'death' to continue our eternal beingness, *isness*, in other realms of reality within the limitlessness of infinity or the Biblical 'many mansions in my father's house'. Labels of a human life, man, woman, transgender, black, white, brown, nationality, circumstances and income are not who we are. They are what we are – awareness – is *experiencing* in a brief connection with a band of frequency we call 'human'. The labels are not the self; they are, to use the title of one of my books, a *Phantom* Self. I am not David Icke born in Leicester, England, on April 29th, 1952. I am the consciousness *having that experience*. The Cult and its non-human masters seek to convince us through the institutions of 'education', science, medicine, media and government that what we are *experiencing* is who we *are*. It's so easy to control and direct perception locked away in the bewildered illusions of the five senses with no expanded radar. Try, by contrast, doing the same with a humanity aware of its true self and its true power to consciously create its reality and experience. How is it possible to do this? We do it all day every day. If you perceive yourself as 'little me' with no power to impact upon your life and the world then your life experience will reflect that. You will hand the power you don't think you have to authority in all its forms which will use it to control your experience. This, in turn, will appear to confirm your perception of 'little me' in a self-fulfilling feedback loop. But that is what 'little me' really is – a *perception*. We are all 'big-me', infinite me, and the Cult has to make us forget that if its will is to prevail. We are therefore manipulated and pressured into self-identifying with human labels and not the consciousness/awareness *experiencing* those human labels.

The phenomenon of identity politics is a Cult-instigated manipulation technique to sub-divide previous labels into even smaller ones. A United States university employs this list of letters to

describe student identity: LGBTTQQFAGPBDSM or lesbian, gay, bisexual, transgender, transsexual, queer, questioning, flexual, asexual, gender-fuck, polyamorous, bondage/discipline, dominance/submission and sadism/masochism. I'm sure other lists are even longer by now as people feel the need to self-identity the 'I' with the minutiae of race and sexual preference. Wokers programmed by the Cult for generations believe this is about 'inclusivity' when it's really the Cult locking them away into smaller and smaller versions of Phantom Self while firewalling them from the influence of their true self, the infinite, eternal 'I'. You may notice that my philosophy which contends that we are all unique points of attention/awareness within the same infinite whole or Oneness is the ultimate non-racism. The very sense of Oneness makes the judgement of people by their body-type, colour or sexuality utterly ridiculous and confirms that racism has no understanding of reality (including anti-white racism). Yet despite my perception of life Cult agents and fast-asleep Wokers label me racist to discredit my information while they are themselves phenomenally racist and sexist. All they see is race and sexuality and they judge people as good or bad, demons or untouchables, by their race and sexuality. All they see is *Phantom Self* and perceive themselves in terms of Phantom Self. They are pawns and puppets of the Cult agenda to focus attention and self-identity in the five senses and play those identities against each other to divide and rule. Columbia University has introduced segregated graduations in another version of social distancing designed to drive people apart and teach them that different racial and cultural groups have nothing in common with each other. The last thing the Cult wants is unity. Again the pump-primers of this will be Cult operatives in the knowledge of what they are doing, but the rest are just the Phantom Self blind leading the Phantom Self blind. We *do* have something in common – we are all *the same consciousness* having different temporary experiences.

## What is this 'human'?

Yes, what *is* 'human'? That is what we are supposed to be, right? I mean 'human'? True, but 'human' is the experience not the 'I'. Break it down to basics and 'human' is the way that information is processed. If we are to experience and interact with this band of frequency we call the 'world' we must have a vehicle that operates within that band of frequency. Our consciousness in its prime form cannot do that; it is way beyond the frequency of the human realm. My consciousness or awareness could not tap these keys and pick up the cup in front of me in the same way that radio station A cannot interact with radio station B when they are on different frequencies. The human body is the means through which we have that interaction. I have long described the body as a biological computer which processes information in a way that allows consciousness to experience this reality. The body is a receiver, transmitter and processor of information in a particular way that we call human. We visually perceive only the world of the five senses in a wakened state – that is the limit of the body's visual decoding system. In truth it's not even visual in the way we experience 'visual reality' as I will come to in a moment. We are 'human' because the body processes the information sources of human into a reality and behaviour system that we *perceive* as human. Why does an elephant act like an elephant and not like a human or a duck? The elephant's biological computer is a different information field and processes information according to that program into a visual and behaviour type we call an elephant. The same applies to everything in our reality. These body information fields are perpetuated through procreation (like making a copy of a software program). The Cult wants to break that cycle and intervene technologically to transform the human information field into one that will change what we call humanity. If it can change the human information field it will change the way that field processes information and change humanity both 'physically' and psychologically. Hence the *messenger* (information) RNA 'vaccines' and so much more that is targeting human genetics by changing the body's information – *messaging* – construct through food, drink, radiation, toxicity and other means.

Reality that we experience is nothing like reality as it really is in the same way that the reality people experience in virtual reality games is not the reality they are really living in. The game is only a decoded source of information that appears to be a reality. Our world is also an information construct – a *simulation* (more later). In its base form our reality is a wavefield of information much the same in theme as Wi-Fi. The five senses decode wavefield information into electrical information which they communicate to the brain to decode into holographic (illusory 'physical') information. Different parts of the brain specialise in decoding different senses and the information is fused into a reality that appears to be outside of us but is really inside the brain and the genetic structure in general (Fig 12 overleaf). DNA is a receiver-transmitter of information and a vital part of this decoding process and the body's connection to other realities. Change DNA and you change the way we decode and connect with reality – see 'Covid vaccines'. Think of computers decoding Wi-Fi. You have information encoded in a radiation field and the computer decodes that information into a very different form on the screen. You can't see the Wi-Fi until its information is made manifest on the screen and the information on the screen is inside the computer and not outside. I have just described how we decode the 'human world'. All five senses decode the waveform 'Wi-Fi' field into electrical signals and the brain (computer) constructs reality inside the brain and not outside – 'You don't just look at a rainbow, you create it'. Sound is a simple example. We don't hear sound until the brain decodes it. Waveform sound waves are picked up by the hearing sense and communicated to the brain in an electrical form to be decoded into the sounds that we hear. Everything we hear is inside the brain along with everything we see, feel, smell and taste. Words and language are waveform fields generated by our vocal chords which pass through this process until they are decoded by the brain into words that we hear. Different languages are different frequency fields or sound waves generated by vocal chords. Late British philosopher Alan Watts said:

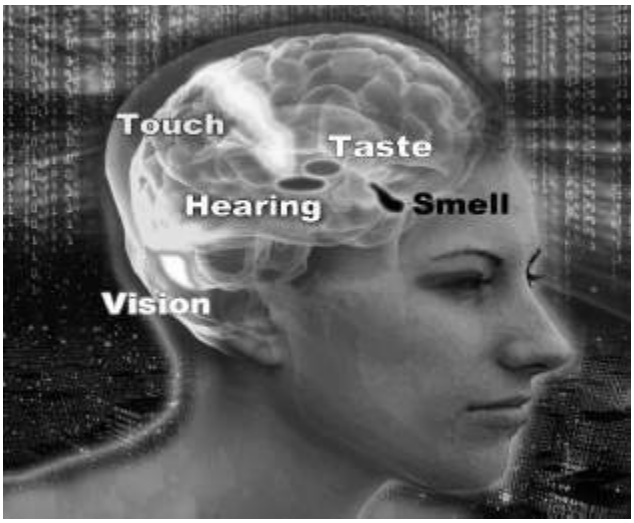



**Figure 12:** The brain receives information from the five senses and constructs from that our perceived reality.

[Without the brain] the world is devoid of light, heat, weight, solidity, motion, space, time or any other imaginable feature. All these phenomena are interactions, or transactions, of vibrations with a certain arrangement of neurons.

That's exactly what they are and scientist Robert Lanza describes in his book, *Biocentrism*, how we decode electromagnetic waves and energy into visual and 'physical' experience. He uses the example of a flame emitting photons, electromagnetic energy, each pulsing electrically and magnetically:

… these … invisible electromagnetic waves strike a human retina, and if (and only if) the waves happen to measure between 400 and 700 nano meters in length from crest to crest, then their energy is just right to deliver a stimulus to the 8 million cone-shaped cells in the retina.

Each in turn send an electrical pulse to a neighbour neuron, and on up the line this goes, at 250 mph, until it reaches the … occipital lobe of the brain, in the back of the head. There, a cascading complex of neurons fire from the incoming stimuli, and we subjectively perceive this experience as a yellow brightness occurring in a place we have been conditioned to call the 'external world'.

## You hear what you decode

If a tree falls or a building collapses they make no noise unless someone is there to decode the energetic waves generated by the disturbance into what we call sound. Does a falling tree make a noise? Only if you hear it – *decode* it. Everything in our reality is a frequency field of information operating within the overall 'Wi-Fi' field that I call The Field. A vibrational disturbance is generated in The Field by the fields of the falling tree or building. These disturbance waves are what we decode into the sound of them falling. If no one is there to do that then neither will make any noise. Reality is created by the observer – *decoder* – and the *perceptions* of the observer affect the decoding process. For this reason different people – different *perceptions* – will perceive the same reality or situation in a different way. What one may perceive as a nightmare another will see as an opportunity. The question of why the Cult is so focused on controlling human perception now answers itself. All experienced reality is the act of decoding and we don't experience Wi-Fi until it is decoded on the computer screen. The sight and sound of an Internet video is encoded in the Wi-Fi all around us, but we don't see or hear it until the computer decodes that information. Taste, smell and touch are all phenomena of the brain as a result of the same process. We don't taste, smell or feel anything except in the brain and there are pain relief techniques that seek to block the signal from the site of discomfort to the brain because if the brain doesn't decode that signal we don't feel pain. Pain is in the brain and only appears to be at the point of impact thanks to the feedback loop between them. We don't see anything until electrical information from the sight senses is decoded in an area at the back of the brain. If that area is damaged we can go blind when our eyes are perfectly okay. So why do we go blind if we damage an eye? We damage the information processing between the waveform visual information and the visual decoding area of the brain. If information doesn't reach the brain in a form it can decode then we can't see the visual reality that it represents. What's more the brain is decoding only a fraction of the information it receives and the rest is absorbed by the

sub-conscious mind. This explanation is from the science magazine, *Wonderpedia*:

> Every second, 11 million sensations crackle along these [brain] pathways ... The brain is confronted with an alarming array of images, sounds and smells which it rigorously filters down until it is left with a manageable list of around 40. Thus 40 sensations per second make up what we perceive as reality.

The 'world' is not what people are told to believe that is it and the inner circles of the Cult *know that*.

## Illusory 'physical' reality

We can only see a smear of 0.005 percent of the Universe which is only one of a vast array of universes – 'mansions' – within infinite reality. Even then the brain decodes only 40 pieces of information ('sensations') from a potential *11 million* that we receive every second. Two points strike you from this immediately: The sheer breathtaking stupidity of believing we know anything so rigidly that there's nothing more to know; and the potential for these processes to be manipulated by a malevolent force to control the reality of the population. One thing I can say for sure with no risk of contradiction is that when you can perceive an almost indescribable fraction of infinite reality there is always more to know as in tidal waves of it. Ancient Greek philosopher Socrates was so right when he said that wisdom is to know how little we know. How obviously true that is when you think that we are experiencing a physical world of solidity that is neither physical nor solid and a world of apartness when everything is connected. Cult-controlled 'science' dismisses the so-called 'paranormal' and all phenomena related to that when the 'para'-normal is perfectly normal and explains the alleged 'great mysteries' which dumbfound scientific minds. There is a reason for this. A 'scientific mind' in terms of the mainstream is a material mind, a five-sense mind imprisoned in see it, touch it, hear it, smell it and taste it. Phenomena and happenings that can't be explained that way leave the 'scientific mind' bewildered and the rule is that if they

can't account for why something is happening then it can't, by definition, be happening. I beg to differ. Telepathy is thought waves passing through The Field (think wave disturbance again) to be decoded by someone able to connect with that wavelength (information). For example: You can pick up the thought waves of a friend at any distance and at the very least that will bring them to mind. A few minutes later the friend calls you. 'My god', you say, 'that's incredible – I was just thinking of you.' Ah, but *they* were thinking of *you* before they made the call and that's what you decoded. Native peoples not entrapped in five-sense reality do this so well it became known as the 'bush telegraph'. Those known as psychics and mediums (genuine ones) are doing the same only across dimensions of reality. 'Mind over matter' comes from the fact that matter and mind are the *same*. The state of one influences the state of the other. Indeed one *and* the other are illusions. They are aspects of the same field. Paranormal phenomena are all explainable so why are they still considered 'mysteries' or not happening? Once you go down this road of understanding you begin to expand awareness beyond the five senses and that's the nightmare for the Cult.



**Figure 13:** Holograms are not solid, but the best ones appear to be.

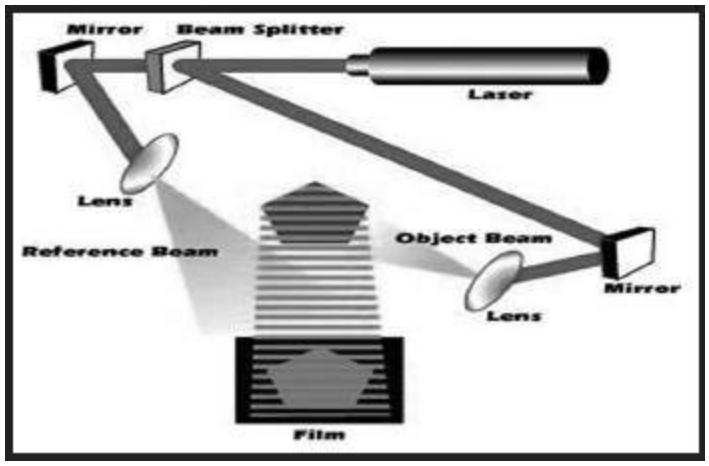



**Figure 14:** How holograms are created by capturing a waveform version of the subject image.

## Holographic 'solidity'

Our reality is not solid, it is holographic. We are now well aware of holograms which are widely used today. Two-dimensional information is decoded into a three-dimensional reality that is not solid although can very much appear to be (Fig 13). Holograms are created with a laser divided into two parts. One goes directly onto a holographic photographic print ('reference beam') and the other takes a waveform image of the subject ('working beam') before being directed onto the print where it 'collides' with the other half of the laser (Fig 14). This creates a *waveform* interference pattern which contains the wavefield information of whatever is being photographed (Fig 15 overleaf). The process can be likened to dropping pebbles in a pond. Waves generated by each one spread out across the water to collide with the others and create a wave representation of where the stones fell and at what speed, weight and distance. A waveform interference pattern of a hologram is akin to the waveform information in The Field which the five senses decode into electrical signals to be decoded by the brain into a holographic illusory 'physical' reality. In the same way when a laser (think human attention) is directed at the waveform interference pattern a three-dimensional version of the subject is projected into apparently 'solid' reality (Fig 16). An amazing trait of holograms reveals more 'paranormal mysteries'. Information of the *whole*

hologram is encoded in waveform in every part of the interference pattern by the way they are created. This means that every *part* of a hologram is a smaller version of the whole. Cut the interference wave-pattern into four and you won't get four parts of the image. You get quarter-sized versions of the *whole* image. The body is a hologram and the same applies. Here we have the basis of acupuncture, reflexology and other forms of healing which identify representations of the whole body in all of the parts, hands, feet, ears, everywhere. Skilled palm readers can do what they do because the information of whole body is encoded in the hand. The concept of as above, so below, comes from this.



**Figure 15:** A waveform interference pattern that holds the information that transforms into a hologram.




**Figure 16:** Holographic people including 'Elvis' holographically inserted to sing a duet with Celine Dion.

The question will be asked of why, if solidity is illusory, we can't just walk through walls and each other. The resistance is not solid against solid; it is electromagnetic field against electromagnetic field and we decode this into the *experience* of solid against solid. We should also not underestimate the power of belief to dictate reality. What you believe is impossible *will be*. Your belief impacts on your decoding processes and they won't decode what you think is impossible. What we believe we perceive and what we perceive we experience. 'Can't dos' and 'impossibles' are like a firewall in a computer system that won't put on the screen what the firewall blocks. How vital that is to understanding how human experience has been hijacked. I explain in *The Answer*, *Everything You Need To Know But Have Never Been Told* and other books a long list of 'mysteries' and 'paranormal' phenomena that are not mysterious and perfectly normal once you realise what reality is and how it works. 'Ghosts' can be seen to pass through 'solid' walls because the walls are not solid and the ghost is a discarnate entity operating on a frequency so different to that of the wall that it's like two radio stations sharing the same space while never interfering with each other. I have seen ghosts do this myself. The apartness of people and objects is also an illusion. Everything is connected by the Field like all sea life is connected by the sea. It's just that within the limits of our visual reality we only 'see' holographic information and not the field of information that connects everything and from which the holographic world is made manifest. If you can only see holographic 'objects' and not the field that connects them they will appear to you as unconnected to each other in the same way that we see the computer while not seeing the Wi-Fi.

## What you don't know *can* hurt you

Okay, we return to those 'two worlds' of human society and the Cult with its global network of interconnecting secret societies and satanic groups which manipulate through governments, corporations, media, religions, etc. The fundamental difference between them is *knowledge*. The idea has been to keep humanity

ignorant of the plan for its total enslavement underpinned by a crucial ignorance of reality – who we are and where we are – and how we interact with it. 'Human' should be the interaction between our expanded eternal consciousness and the five-sense body experience. We are meant to be *in* this world in terms of the five senses but not *of* this world in relation to our greater consciousness and perspective. In that state we experience the small picture of the five senses within the wider context of the big picture of awareness beyond the five senses. Put another way the five senses see the dots and expanded awareness connects them into pictures and patterns that give context to the apparently random and unconnected. Without the context of expanded awareness the five senses see only apartness and randomness with apparently no meaning. The Cult and its other-dimensional controllers seek to intervene in the frequency realm where five-sense reality is supposed to connect with expanded reality and to keep the two apart (more on this in the final chapter). When that happens five-sense mental and emotional processes are no longer influenced by expanded awareness, or the True 'I', and instead are driven by the isolated perceptions of the body's decoding systems. They are in the world *and* of it. Here we have the human plight and why humanity with its potential for infinite awareness can be so easily manipulatable and descend into such extremes of stupidity.

Once the Cult isolates five-sense mind from expanded awareness it can then program the mind with perceptions and beliefs by controlling information that the mind receives through the 'education' system of the formative years and the media perceptual bombardment and censorship of an entire lifetime. Limit perception and a sense of the possible through limiting knowledge by limiting and skewing information while censoring and discrediting that which could set people free. As the title of another of my books says *… And The Truth Shall Set You Free*. For this reason the last thing the Cult wants in circulation is the truth about anything – especially the reality of the eternal 'I' – and that's why it is desperate to control information. The Cult knows that information becomes perception

which becomes behaviour which, collectively, becomes human society. Cult-controlled and funded mainstream 'science' denies the existence of an eternal 'I' and seeks to dismiss and trash all evidence to the contrary. Cult-controlled mainstream religion has a version of 'God' that is little more than a system of control and dictatorship that employs threats of damnation in an afterlife to control perceptions and behaviour in the here and now through fear and guilt. Neither is true and it's the 'neither' that the Cult wishes to suppress. This 'neither' is that everything is an expression, a point of attention, within an infinite state of consciousness which is the real meaning of the term 'God'.

Perceptual obsession with the 'physical body' and five-senses means that 'God' becomes personified as a bearded bloke sitting among the clouds or a raging bully who loves us if we do what 'he' wants and condemns us to the fires of hell if we don't. These are no more than a 'spiritual' fairy tales to control and dictate events and behaviour through fear of this 'God' which has bizarrely made 'God-fearing' in religious circles a state to be desired. I would suggest that fearing *anything* is not to be encouraged and celebrated, but rather deleted. You can see why 'God fearing' is so beneficial to the Cult and its religions when *they* decide what 'God' wants and what 'God' demands (the Cult demands) that everyone do. As the great American comedian Bill Hicks said satirising a Christian zealot: 'I think what God meant to say.' How much of this infinite awareness ('God') that we access is decided by how far we choose to expand our perceptions, self-identity and sense of the possible. The scale of self-identity reflects itself in the scale of awareness that we can connect with and are influenced by – how much knowing and insight we have instead of programmed perception. You cannot expand your awareness into the infinity of possibility when you believe that you are little me Peter the postman or Mary in marketing and nothing more. I'll deal with this in the concluding chapter because it's crucial to how we turnaround current events.

## Where the Cult came from

When I realised in the early 1990s there was a Cult network behind global events I asked the obvious question: When did it start? I took it back to ancient Rome and Egypt and on to Babylon and Sumer in Mesopotamia, the 'Land Between Two Rivers', in what we now call Iraq. The two rivers are the Tigris and Euphrates and this region is of immense historical and other importance to the Cult, as is the land called Israel only 550 miles away by air. There is much more going with deep esoteric meaning across this whole region. It's not only about 'wars for oil'. Priceless artefacts from Mesopotamia were stolen or destroyed after the American and British invasion of Iraq in 2003 justified by the lies of Boy Bush and Tony Blair (their Cult masters) about non-existent 'weapons of mass destruction'. Mesopotamia was the location of Sumer (about 5,400BC to 1,750BC), and Babylon (about 2,350BC to 539BC). Sabbatians may have become immensely influential in the Cult in modern times but they are part of a network that goes back into the mists of history. Sumer is said by historians to be the 'cradle of civilisation'. I disagree. I say it was the re-start of what we call human civilisation after cataclysmic events symbolised in part as the 'Great Flood' destroyed the world that existed before. These fantastic upheavals that I have been describing in detail in the books since the early1990s appear in accounts and legends of ancient cultures across the world and they are supported by geological and biological evidence. Stone tablets found in Iraq detailing the Sumer period say the cataclysms were caused by non-human 'gods' they call the Anunnaki. These are described in terms of extraterrestrial visitations in which knowledge supplied by the Anunnaki is said to have been the source of at least one of the world's oldest writing systems and developments in astronomy, mathematics and architecture that were way ahead of their time. I have covered this subject at length in *The Biggest Secret* and *Children of the Matrix* and the same basic 'Anunnaki' story can be found in Zulu accounts in South Africa where the late and very great Zulu high shaman Credo Mutwa told me that the Sumerian Anunnaki were known by Zulus as the Chitauri or 'children of the serpent'. See my six-hour video interview with Credo on this subject entitled *The*

*Reptilian Agenda* recorded at his then home near Johannesburg in 1999 which you can watch on the Ickonic media platform.

The Cult emerged out of Sumer, Babylon and Egypt (and elsewhere) and established the Roman Empire before expanding with the Romans into northern Europe from where many empires were savagely imposed in the form of Cult-controlled societies all over the world. Mass death and destruction was their calling card. The Cult established its centre of operations in Europe and European Empires were Cult empires which allowed it to expand into a global force. Spanish and Portuguese colonialists headed for Central and South America while the British and French targeted North America. Africa was colonised by Britain, France, Belgium, the Netherlands, Portugal, Spain, Italy, and Germany. Some like Britain and France moved in on the Middle East. The British Empire was by far the biggest for a simple reason. By now Britain was the headquarters of the Cult from which it expanded to form Canada, the United States, Australia and New Zealand. The Sun never set on the British Empire such was the scale of its occupation. London remains a global centre for the Cult along with Rome and the Vatican although others have emerged in Israel and China. It is no accident that the 'virus' is alleged to have come out of China while Italy was chosen as the means to terrify the Western population into compliance with 'Covid' fascism. Nor that Israel has led the world in 'Covid' fascism and mass 'vaccination'.

You would think that I would mention the United States here, but while it has been an important means of imposing the Cult's will it is less significant than would appear and is currently in the process of having what power it does have deleted. The Cult in Europe has mostly loaded the guns for the US to fire. America has been controlled from Europe from the start through Cult operatives in Britain and Europe. The American Revolution was an illusion to make it appear that America was governing itself while very different forces were pulling the strings in the form of Cult families such as the Rothschilds through the Rockefellers and other subordinates. The Rockefellers are extremely close to Bill Gates and

established both scalpel and drug 'medicine' and the World Health Organization. They play a major role in the development and circulation of vaccines through the Rockefeller Foundation on which Bill Gates said his Foundation is based. Why wouldn't this be the case when the Rockefellers and Gates are on the same team? Cult infiltration of human society goes way back into what we call history and has been constantly expanding and centralising power with the goal of establishing a global structure to dictate everything. Look how this has been advanced in great leaps with the 'Covid' hoax.

## The non-human dimension

I researched and observed the comings and goings of Cult operatives through the centuries and even thousands of years as they were born, worked to promote the agenda within the secret society and satanic networks, and then died for others to replace them. Clearly there had to be a coordinating force that spanned this entire period while operatives who would not have seen the end goal in their lifetimes came and went advancing the plan over millennia. I went in search of that coordinating force with the usual support from the extraordinary synchronicity of my life which has been an almost daily experience since 1990. I saw common themes in religious texts and ancient cultures about a non-human force manipulating human society from the hidden. Christianity calls this force Satan, the Devil and demons; Islam refers to the Jinn or Djinn; Zulus have their Chitauri (spelt in other ways in different parts of Africa); and the Gnostic people in Egypt in the period around and before 400AD referred to this phenomena as the 'Archons', a word meaning rulers in Greek. Central American cultures speak of the 'Predators' among other names and the same theme is everywhere. I will use 'Archons' as a collective name for all of them. When you see how their nature and behaviour is described all these different sources are clearly talking about the same force. Gnostics described the Archons in terms of 'luminous fire' while Islam relates the Jinn to 'smokeless fire'. Some refer to beings in form that could occasionally be seen, but the most common of common theme is that they operate from

unseen realms which means almost all existence to the visual processes of humans. I had concluded that this was indeed the foundation of human control and that the Cult was operating within the human frequency band on behalf of this hidden force when I came across the writings of Gnostics which supported my conclusions in the most extraordinary way.

A sealed earthen jar was found in 1945 near the town of Nag Hammadi about 75-80 miles north of Luxor on the banks of the River Nile in Egypt. Inside was a treasure trove of manuscripts and texts left by the Gnostic people some 1,600 years earlier. They included 13 leather-bound papyrus codices (manuscripts) and more than 50 texts written in Coptic Egyptian estimated to have been hidden in the jar in the period of 400AD although the source of the information goes back much further. Gnostics oversaw the Great or Royal Library of Alexandria, the fantastic depository of ancient texts detailing advanced knowledge and accounts of human history. The Library was dismantled and destroyed in stages over a long period with the death-blow delivered by the Cult-established Roman Church in the period around 415AD. The Church of Rome was the Church of Babylon relocated as I said earlier. Gnostics were not a race. They were a way of perceiving reality. Whenever they established themselves and their information circulated the terrorists of the Church of Rome would target them for destruction. This happened with the Great Library and with the Gnostic Cathars who were burned to death by the psychopaths after a long period of oppression at the siege of the Castle of Monségur in southern France in 1244. The Church has always been terrified of Gnostic information which demolishes the official Christian narrative although there is much in the Bible that supports the Gnostic view if you read it in another way. To anyone studying the texts of what became known as the Nag Hammadi Library it is clear that great swathes of Christian and Biblical belief has its origin with Gnostics sources going back to Sumer. Gnostic themes have been twisted to manipulate the perceived reality of Bible believers. Biblical texts have been in the open for centuries where they could be changed while Gnostic

documents found at Nag Hammadi were sealed away and untouched for 1,600 years. What you see is what they wrote.

## Use your *pneuma* not your *nous*

Gnosticism and Gnostic come from 'gnosis' which means knowledge, or rather *secret* knowledge, in the sense of spiritual awareness – knowledge about reality and life itself. The desperation of the Cult's Church of Rome to destroy the Gnostics can be understood when the knowledge they were circulating was the last thing the Cult wanted the population to know. Sixteen hundred years later the same Cult is working hard to undermine and silence me for the same reason. The dynamic between knowledge and ignorance is a constant. 'Time' appears to move on, but essential themes remain the same. We are told to 'use your nous', a Gnostic word for head/brain/intelligence. They said, however, that spiritual awakening or 'salvation' could only be secured by expanding awareness *beyond* what they called *nous* and into *pneuma* or Infinite Self. Obviously as I read these texts the parallels with what I have been saying since 1990 were fascinating to me. There is a universal truth that spans human history and in that case why wouldn't we be talking the same language 16 centuries apart? When you free yourself from the perception program of the five senses and explore expanded realms of consciousness you are going to connect with the same information no matter what the perceived 'era' within a manufactured timeline of a single and tiny range of manipulated frequency. Humans working with 'smart' technology or knocking rocks together in caves is only a timeline appearing to operate within the human frequency band. Expanded awareness and the knowledge it holds have always been there whether the era be Stone Age or computer age. We can only access that knowledge by opening ourselves to its frequency which the five-sense prison cell is designed to stop us doing. Gates, Fauci, Whitty, Vallance, Zuckerberg, Brin, Page, Wojcicki, Bezos, and all the others behind the 'Covid' hoax clearly have a long wait before their range of frequency can make that connection given that an open heart is

crucial to that as we shall see. Instead of accessing knowledge directly through expanded awareness it is given to Cult operatives by the secret society networks of the Cult where it has been passed on over thousands of years outside the public arena. Expanded realms of consciousness is where great artists, composers and writers find their inspiration and where truth awaits anyone open enough to connect with it. We need to go there fast.

## Archon hijack

A fifth of the Nag Hammadi texts describe the existence and manipulation of the Archons led by a 'Chief Archon' they call 'Yaldabaoth', or the 'Demiurge', and this is the Christian 'Devil', 'Satan', 'Lucifer', and his demons. Archons in Biblical symbolism are the 'fallen ones' which are also referred to as fallen angels after the angels expelled from heaven according to the Abrahamic religions of Judaism, Christianity and Islam. These angels are claimed to tempt humans to 'sin' ongoing and you will see how accurate that symbolism is during the rest of the book. The theme of 'original sin' is related to the 'Fall' when Adam and Eve were 'tempted by the serpent' and fell from a state of innocence and 'obedience' (connection) with God into a state of disobedience (disconnection). The Fall is said to have brought sin into the world and corrupted everything including human nature. Yaldabaoth, the 'Lord Archon', is described by Gnostics as a 'counterfeit spirit', 'The Blind One', 'The Blind God', and 'The Foolish One'. The Jewish name for Yaldabaoth in Talmudic writings is Samael which translates as 'Poison of God', or 'Blindness of God'. You see the parallels. Yaldabaoth in Islamic belief is the Muslim Jinn devil known as Shaytan – Shaytan is Satan as the same themes are found all over the world in every religion and culture. The 'Lord God' of the Old Testament is the 'Lord Archon' of Gnostic manuscripts and that's why he's such a bloodthirsty bastard. Satan is known by Christians as 'the Demon of Demons' and Gnostics called Yaldabaoth the 'Archon of Archons'. Both are known as 'The Deceiver'. We are talking about the same 'bloke' for sure and these common themes

using different names, storylines and symbolism tell a common tale of the human plight.

Archons are referred to in Nag Hammadi documents as mind parasites, inverters, guards, gatekeepers, detainers, judges, pitiless ones and deceivers. The 'Covid' hoax alone is a glaring example of all these things. The Biblical 'God' is so different in the Old and New Testaments because they are not describing the same phenomenon. The vindictive, angry, hate-filled, 'God' of the Old Testament, known as Yahweh, is Yaldabaoth who is depicted in Cult-dictated popular culture as the 'Dark Lord', 'Lord of Time', Lord (Darth) Vader and Dormammu, the evil ruler of the 'Dark Dimension' trying to take over the 'Earth Dimension' in the Marvel comic movie, *Dr Strange*. Yaldabaoth is both the Old Testament 'god' and the Biblical 'Satan'. Gnostics referred to Yaldabaoth as the 'Great Architect of the Universe'and the Cult-controlled Freemason network calls their god 'the 'Great Architect of the Universe' (also Grand Architect). The 'Great Architect' Yaldabaoth is symbolised by the Cult as the all-seeing eye at the top of the pyramid on the Great Seal of the United States and the dollar bill. Archon is encoded in *arch*-itect as it is in *arch*-angels and *arch*-bishops. All religions have the theme of a force for good and force for evil in some sort of spiritual war and there is a reason for that – the theme is true. The Cult and its non-human masters are quite happy for this to circulate. They present themselves as the force for good fighting evil when they are really the force of evil (absence of love). The whole foundation of Cult modus operandi is inversion. They promote themselves as a force for good and anyone challenging them in pursuit of peace, love, fairness, truth and justice is condemned as a satanic force for evil. This has been the game plan throughout history whether the Church of Rome inquisitions of non-believers or 'conspiracy theorists' and 'anti-vaxxers' of today. The technique is the same whatever the timeline era.

## Yaldabaoth is revolting (true)

Yaldabaoth and the Archons are said to have revolted against God with Yaldabaoth claiming to *be* God – the *All That Is*. The Old Testament 'God' (Yaldabaoth) demanded to be worshipped as such: ' *I am* the LORD, and there is none else, there is no God beside me' (Isaiah 45:5). I have quoted in other books a man who said he was the unofficial son of the late Baron Philippe de Rothschild of the Mouton-Rothschild wine producing estates in France who died in 1988 and he told me about the Rothschild 'revolt from God'. The man said he was given the name Phillip Eugene de Rothschild and we shared long correspondence many years ago while he was living under another identity. He said that he was conceived through 'occult incest' which (within the Cult) was 'normal and to be admired'. 'Phillip' told me about his experience attending satanic rituals with rich and famous people whom he names and you can see them and the wider background to Cult Satanism in my other books starting with *The Biggest Secret*. Cult rituals are interactions with Archontic 'gods'. 'Phillip' described Baron Philippe de Rothschild as 'a master Satanist and hater of God' and he used the same term 'revolt from God' associated with Yaldabaoth/Satan/Lucifer/the Devil in describing the Sabbatian Rothschild dynasty. 'I played a key role in my family's revolt from God', he said. That role was to infiltrate in classic Sabbatian style the Christian Church, but eventually he escaped the mind-prison to live another life. The Cult has been targeting religion in a plan to make worship of the Archons the global one-world religion. Infiltration of Satanism into modern 'culture', especially among the young, through music videos, stage shows and other means, is all part of this.

Nag Hammadi texts describe Yaldabaoth and the Archons in their prime form as energy – consciousness – and say they can take form if they choose in the same way that consciousness takes form as a human. Yaldabaoth is called 'formless' and represents a deeply inverted, distorted and chaotic state of consciousness which seeks to attached to humans and turn them into a likeness of itself in an attempt at assimilation. For that to happen it has to manipulate

humans into low frequency mental and emotional states that match its own. Archons can certainly appear in human form and this is the origin of the psychopathic personality. The energetic distortion Gnostics called Yaldabaoth *is* psychopathy. When psychopathic Archons take human form that human will be a psychopath as an expression of Yaldabaoth consciousness. Cult psychopaths are Archons in human form. The principle is the same as that portrayed in the 2009 *Avatar* movie when the American military travelled to a fictional Earth-like moon called Pandora in the Alpha Centauri star system to infiltrate a society of blue people, or Na'vi, by hiding within bodies that looked like the Na'vi. Archons posing as humans have a particular hybrid information field, part human, part Archon, (the ancient 'demigods') which processes information in a way that manifests behaviour to match their psychopathic evil, lack of empathy and compassion, and stops them being influenced by the empathy, compassion and love that a fully-human information field is capable of expressing. Cult bloodlines interbreed, be they royalty or dark suits, for this reason and you have their obsession with incest. Interbreeding with full-blown humans would dilute the Archontic energy field that guarantees psychopathy in its representatives in the human realm.

Gnostic writings say the main non-human forms that Archons take are *serpentine* (what I have called for decades 'reptilian' amid unbounded ridicule from the Archontically-programmed) and what Gnostics describe as 'an unborn baby or foetus with grey skin and dark, unmoving eyes'. This is an excellent representation of the ET 'Greys' of UFO folklore which large numbers of people claim to have seen and been abducted by – Zulu shaman Credo Mutwa among them. I agree with those that believe in extraterrestrial or interdimensional visitations today and for thousands of years past. No wonder with their advanced knowledge and technological capability they were perceived and worshipped as gods for technological and other 'miracles' they appeared to perform. Imagine someone arriving in a culture disconnected from the modern world with a smartphone and computer. They would be

seen as a 'god' capable of 'miracles'. The Renegade Mind, however, wants to know the source of everything and not only the way that source manifests as human or non-human. In the same way that a Renegade Mind seeks the original source material for the 'Covid virus' to see if what is claimed is true. The original source of Archons in form is consciousness – the distorted state of consciousness known to Gnostics as Yaldabaoth.

## 'Revolt from God' is energetic disconnection

Where I am going next will make a lot of sense of religious texts and ancient legends relating to 'Satan', Lucifer' and the 'gods'. Gnostic descriptions sync perfectly with the themes of my own research over the years in how they describe a consciousness distortion seeking to impose itself on human consciousness. I've referred to the core of infinite awareness in previous books as Infinite Awareness in Awareness of Itself. By that I mean a level of awareness that knows that it is all awareness and is aware of all awareness. From here comes the frequency of love in its true sense and balance which is what love is on one level – the balance of all forces into a single whole called Oneness and Isness. The more we disconnect from this state of love that many call 'God' the constituent parts of that Oneness start to unravel and express themselves as a part and not a whole. They become individualised as intellect, mind, selfishness, hatred, envy, desire for power over others, and such like. This is not a problem in the greater scheme in that 'God', the *All That Is*, can experience all these possibilities through different expressions of itself including humans. What we as expressions of the whole experience the *All That Is* experiences. We are the *All That Is* experiencing itself. As we withdraw from that state of Oneness we disconnect from its influence and things can get very unpleasant and very stupid. Archontic consciousness is at the extreme end of that. It has so disconnected from the influence of Oneness that it has become an inversion of unity and love, an inversion of everything, an inversion of life itself. Evil is appropriately live written backwards. Archontic consciousness is obsessed with death, an inversion of life,

and so its manifestations in Satanism are obsessed with death. They use inverted symbols in their rituals such as the inverted pentagram and cross. Sabbatians as Archontic consciousness incarnate invert Judaism and every other religion and culture they infiltrate. They seek disunity and chaos and they fear unity and harmony as they fear love like garlic to a vampire. As a result the Cult, Archons incarnate, act with such evil, psychopathy and lack of empathy and compassion disconnected as they are from the source of love. How could Bill Gates and the rest of the Archontic psychopaths do what they have to human society in the 'Covid' era with all the death, suffering and destruction involved and have no emotional consequence for the impact on others? Now you know. Why have Zuckerberg, Brin, Page, Wojcicki and company callously censored information warning about the dangers of the 'vaccine' while thousands have been dying and having severe, sometimes life-changing reactions? Now you know. Why have Tedros, Fauci, Whitty, Vallance and their like around the world been using case and death figures they're aware are fraudulent to justify lockdowns and all the deaths and destroyed lives that have come from that? Now you know. Why did Christian Drosten produce and promote a 'testing' protocol that he knew couldn't test for infectious disease which led to a global human catastrophe. Now you know. The Archontic mind doesn't give a shit (Fig 17). I personally think that Gates and major Cult insiders are a form of AI cyborg that the Archons want humans to become.

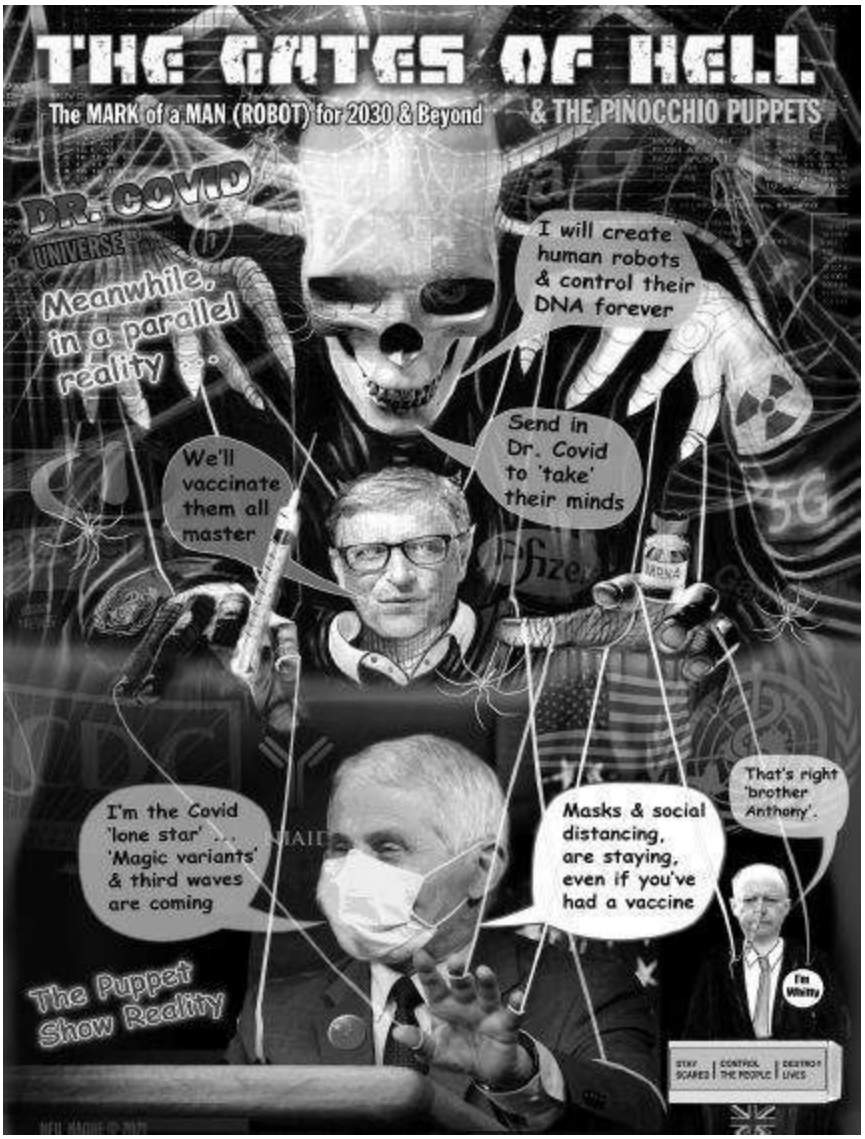



**Figure 17:** Artist Neil Hague's version of the 'Covid' hierarchy.

## Human batteries

A state of such inversion does have its consequences, however. The level of disconnection from the Source of All means that you withdraw from that source of energetic sustenance and creativity. This means that you have to find your own supply of energetic power and it has – *us*. When the Morpheus character in the first *Matrix* movie held up a battery he spoke a profound truth when he said: 'The Matrix is a computer-generated dream world built to keep us under control in order to change the human being into one of

these.' The statement was true in all respects. We do live in a technologically-generated virtual reality simulation (more very shortly) and we have been manipulated to be an energy source for Archontic consciousness. The Disney-Pixar animated movie *Monsters, Inc*. in 2001 symbolised the dynamic when monsters in their world had no energy source and they would enter the human world to terrify children in their beds, catch the child's scream, terror (low-vibrational frequencies), and take that energy back to power the monster world. The lead character you might remember was a single giant eye and the symbolism of the Cult's all-seeing eye was obvious. Every thought and emotion is broadcast as a frequency unique to that thought and emotion. Feelings of love and joy, empathy and compassion, are high, quick, frequencies while fear, depression, anxiety, suffering and hate are low, slow, dense frequencies. Which kind do you think Archontic consciousness can connect with and absorb? In such a low and dense frequency state there's no way it can connect with the energy of love and joy. Archons can only feed off energy compatible with their own frequency and they and their Cult agents want to delete the human world of love and joy and manipulate the transmission of low vibrational frequencies through low-vibrational human mental and emotional states. *We are their energy source*. Wars are energetic banquets to the Archons – a world war even more so – and think how much low-frequency mental and emotional energy has been generated from the consequences for humanity of the 'Covid' hoax orchestrated by Archons incarnate like Gates.

The ancient practice of human sacrifice 'to the gods', continued in secret today by the Cult, is based on the same principle. 'The gods' are Archontic consciousness in different forms and the sacrifice is induced into a state of intense terror to generate the energy the Archontic frequency can absorb. Incarnate Archons in the ritual drink the blood which contains an adrenaline they crave which floods into the bloodstream when people are terrorised. Most of the sacrifices, ancient and modern, are children and the theme of 'sacrificing young virgins to the gods' is just code for children. They

have a particular pre-puberty energy that Archons want more than anything and the energy of the young in general is their target. The California Department of Education wants students to chant the names of Aztec gods (Archontic gods) once worshipped in human sacrifice rituals in a curriculum designed to encourage them to 'challenge racist, bigoted, discriminatory, imperialist/colonial beliefs', join 'social movements that struggle for social justice', and 'build new possibilities for a post-racist, post-systemic racism society'. It's the usual Woke crap that inverts racism and calls it anti-racism. In this case solidarity with 'indigenous tribes' is being used as an excuse to chant the names of 'gods' to which people were sacrificed (and still are in secret). What an example of Woke's inability to see beyond black and white, us and them, They condemn the colonisation of these tribal cultures by Europeans (quite right), but those cultures sacrificing people including children to their 'gods', and mass murdering untold numbers as the Aztecs did, is just fine. One chant is to the Aztec god Tezcatlipoca who had a man sacrificed to him in the 5th month of the Aztec calendar. His heart was cut out and he was eaten. Oh, that's okay then. Come on children … after three … Other sacrificial 'gods' for the young to chant their allegiance include Quetzalcoatl, Huitzilopochtli and Xipe Totec. The curriculum says that 'chants, affirmations, and energizers can be used to bring the class together, build unity around ethnic studies principles and values, and to reinvigorate the class following a lesson that may be emotionally taxing or even when student engagement may appear to be low'. Well, that's the cover story, anyway. Chanting and mantras are the repetition of a particular frequency generated from the vocal cords and chanting the names of these Archontic 'gods' tunes you into their frequency. That is the last thing you want when it allows for energetic synchronisation, attachment and perceptual influence. Initiates chant the names of their 'Gods' in their rituals for this very reason.

## Vampires of the Woke

Paedophilia is another way that Archons absorb the energy of children. Paedophiles possessed by Archontic consciousness are used as the conduit during sexual abuse for discarnate Archons to vampire the energy of the young they desire so much. Stupendous numbers of children disappear every year never to be seen again although you would never know from the media. Imagine how much low-vibrational energy has been generated by children during the 'Covid' hoax when so many have become depressed and psychologically destroyed to the point of killing themselves. Shocking numbers of children are now taken by the state from loving parents to be handed to others. I can tell you from long experience of researching this since 1996 that many end up with paedophiles and assets of the Cult through corrupt and Cult-owned social services which in the reframing era has hired many psychopaths and emotionless automatons to do the job. Children are even stolen to order using spurious reasons to take them by the corrupt and secret (because they're corrupt) 'family courts'. I have written in detail in other books, starting with *The Biggest Secret* in 1997, about the ubiquitous connections between the political, corporate, government, intelligence and military elites (Cult operatives) and Satanism and paedophilia. If you go deep enough both networks have an interlocking leadership. The Woke mentality has been developed by the Cult for many reasons: To promote almost every aspect of its agenda; to hijack the traditional political left and turn it fascist; to divide and rule; and to target agenda pushbackers. But there are other reasons which relate to what I am describing here. How many happy and joyful Wokers do you ever see especially at the extreme end? They are a mental and psychological mess consumed by emotional stress and constantly emotionally cocked for the next explosion of indignation at someone referring to a female as a female. They are walking, talking, batteries as Morpheus might say emitting frequencies which both enslave them in low-vibrational bubbles of perceptual limitation and feed the Archons. Add to this the hatred claimed to be love; fascism claimed to 'anti-fascism', racism claimed to be 'anti-racism';

exclusion claimed to inclusion; and the abuse-filled Internet trolling. You have a purpose-built Archontic energy system with not a wind turbine in sight and all founded on Archontic *inversion*. We have whole generations now manipulated to serve the Archons with their actions and energy. They will be doing so their entire adult lives unless they snap out of their Archon-induced trance. Is it really a surprise that Cult billionaires and corporations put so much money their way? Where is the energy of joy and laughter, including laughing at yourself which is confirmation of your own emotional security? Mark Twain said: 'The human race has one really effective weapon, and that is laughter.' We must use it all the time. Woke has destroyed comedy because it has no humour, no joy, sense of irony, or self-deprecation. Its energy is dense and intense. *Mmmmm*, lunch says the Archontic frequency. Rudolf Steiner (1861-1925) was the Austrian philosopher and famous esoteric thinker who established Waldorf education or Steiner schools to treat children like unique expressions of consciousness and not minds to be programmed with the perceptions determined by authority. I'd been writing about this energy vampiring for decades when I was sent in 2016 a quote by Steiner. He was spot on:

> There are beings in the spiritual realms for whom anxiety and fear emanating from human beings offer welcome food. When humans have no anxiety and fear, then these creatures starve. If fear and anxiety radiates from people and they break out in panic, then these creatures find welcome nutrition and they become more and more powerful. These beings are hostile towards humanity. Everything that feeds on negative feelings, on anxiety, fear and superstition, despair or doubt, are in reality hostile forces in super-sensible worlds, launching cruel attacks on human beings, while they are being fed ... These are exactly the feelings that belong to contemporary culture and materialism; because it estranges people from the spiritual world, it is especially suited to evoke hopelessness and fear of the unknown in people, thereby calling up the above mentioned hostile forces against them.

Pause for a moment from this perspective and reflect on what has happened in the world since the start of 2020. Not only will pennies drop, but billion dollar bills. We see the same theme from Don Juan Matus, a Yaqui Indian shaman in Mexico and the information source for Peruvian-born writer, Carlos Castaneda, who wrote a series of

books from the 1960s to 1990s. Don Juan described the force manipulating human society and his name for the Archons was the predator:

> We have a predator that came from the depths of the cosmos and took over the rule of our lives. Human beings are its prisoners. The predator is our lord and master. It has rendered us docile, helpless. If we want to protest, it suppresses our protest. If we want to act independently, it demands that we don't do so ... indeed we are held prisoner!
>
> They took us over because we are food to them, and they squeeze us mercilessly because we are their sustenance. Just as we rear chickens in coops, the predators rear us in human coops, humaneros. Therefore, their food is always available to them.
>
> Different cultures, different eras, same recurring theme.

## The 'ennoia' dilemma

Nag Hammadi Gnostic manuscripts say that Archon consciousness has no 'ennoia'. This is directly translated as 'intentionality', but I'll use the term 'creative imagination'. The *All That Is* in awareness of itself is the source of all creativity – all possibility – and the more disconnected you are from that source the more you are subsequently denied 'creative imagination'. Given that Archon consciousness is almost entirely disconnected it severely lacks creativity and has to rely on far more mechanical processes of thought and exploit the creative potential of those that do have 'ennoia'. You can see cases of this throughout human society. Archon consciousness almost entirely dominates the global banking system and if we study how that system works you will appreciate what I mean. Banks manifest 'money' out of nothing by issuing lines of 'credit' which is 'money' that has never, does not, and will never exist except in theory. It's a confidence trick. If you think 'credit' figures-on-a-screen 'money' is worth anything you accept it as payment. If you don't then the whole system collapses through lack of confidence in the value of that 'money'. Archontic bankers with no 'ennoia' are 'lending' 'money' that doesn't exist to humans that *do* have creativity – those that have the inspired ideas and create businesses and products. Archon banking feeds off human creativity

which it controls through 'money' creation and debt. Humans have the creativity and Archons exploit that for their own benefit and control while having none themselves. Archon Internet platforms like Facebook claim joint copyright of everything that creative users post and while Archontic minds like Zuckerberg may officially head that company it will be human creatives on the staff that provide the creative inspiration. When you have limitless 'money' you can then buy other companies established by creative humans. Witness the acquisition record of Facebook, Google and their like. Survey the Archon-controlled music industry and you see non-creative dark suit executives making their fortune from the human creativity of their artists. The cases are endless. Research the history of people like Gates and Zuckerberg and how their empires were built on exploiting the creativity of others. Archon minds cannot create out of nothing, but they are skilled (because they have to be) in what Gnostic texts call 'countermimicry'. They can imitate, but not innovate. Sabbatians trawl the creativity of others through backdoors they install in computer systems through their cybersecurity systems. Archon-controlled China is globally infamous for stealing intellectual property and I remember how Hong Kong, now part of China, became notorious for making counterfeit copies of the creativity of others – 'countermimicry'. With the now pervasive and all-seeing surveillance systems able to infiltrate any computer you can appreciate the potential for Archons to vampire the creativity of humans. Author John Lamb Lash wrote in his book about the Nag Hammadi texts, *Not In His Image*:

> Although they cannot originate anything, because they lack the divine factor of ennoia (intentionality), Archons can imitate with a vengeance. Their expertise is simulation (HAL, virtual reality). The Demiurge [Yaldabaoth] fashions a heaven world copied from the fractal patterns [of the original] ... His construction is celestial kitsch, like the fake Italianate villa of a Mafia don complete with militant angels to guard every portal.

This brings us to something that I have been speaking about since the turn of the millennium. Our reality is a simulation; a virtual reality that we think is real. No, I'm not kidding.

## Human reality? Well, virtually

I had pondered for years about whether our reality is 'real' or some kind of construct. I remembered being immensely affected on a visit as a small child in the late 1950s to the then newly-opened Planetarium on the Marylebone Road in London which is now closed and part of the adjacent Madame Tussauds wax museum. It was in the middle of the day, but when the lights went out there was the night sky projected in the Planetarium's domed ceiling and it appeared to be so real. The experience never left me and I didn't know why until around the turn of the millennium when I became certain that our 'night sky' and entire reality is a projection, a virtual reality, akin to the illusory world portrayed in the *Matrix* movies. I looked at the sky one day in this period and it appeared to me like the domed roof of the Planetarium. The release of the first *Matrix* movie in 1999 also provided a synchronistic and perfect visual representation of where my mind had been going for a long time. I hadn't come across the Gnostic Nag Hammadi texts then. When I did years later the correlation was once again astounding. As I read Gnostic accounts from 1,600 years and more earlier it was clear that they were describing the same simulation phenomenon. They tell how the Yaldabaoth 'Demiurge' and Archons created a 'bad copy' of original reality to rule over all that were captured by its illusions and the body was a prison to trap consciousness in the 'bad copy' fake reality. Read how Gnostics describe the 'bad copy' and update that to current times and they are referring to what we would call today a virtual reality simulation.

Author John Lamb Lash said 'the Demiurge fashions a heaven world copied from the fractal patterns' of the original through expertise in 'HAL' or virtual reality simulation. Fractal patterns are part of the energetic information construct of our reality, a sort of blueprint. If these patterns were copied in computer terms it would indeed give you a copy of a 'natural' reality in a non-natural frequency and digital form. The principle is the same as making a copy of a website. The original website still exists, but now you can change the copy version to make it whatever you like and it can

become very different to the original website. Archons have done this with our reality, a *synthetic* copy of prime reality that still exists beyond the frequency walls of the simulation. Trapped within the illusions of this synthetic Matrix, however, were and are human consciousness and other expressions of prime reality and this is why the Archons via the Cult are seeking to make the human body synthetic and give us synthetic AI minds to complete the job of turning the entire reality synthetic including what we perceive to be the natural world. To quote Kurzweil: 'Nanobots will infuse all the matter around us with information. Rocks, trees, everything will become these intelligent creatures.' Yes, *synthetic* 'creatures' just as 'Covid' and other genetically-manipulating 'vaccines' are designed to make the human body synthetic. From this perspective it is obvious why Archons and their Cult are so desperate to infuse synthetic material into every human with their 'Covid' scam.

## Let there be (electromagnetic) light

Yaldabaoth, the force that created the simulation, or Matrix, makes sense of the Gnostic reference to 'The Great Architect' and its use by Cult Freemasonry as the name of its deity. The designer of the Matrix in the movies is called 'The Architect' and that trilogy is jam-packed with symbolism relating to these subjects. I have contended for years that the angry Old Testament God (Yaldabaoth) is the 'God' being symbolically 'quoted' in the opening of Genesis as 'creating the world'. This is not the creation of prime reality – it's the creation of the *simulation*. The Genesis 'God' says: 'Let there be Light: and there was light.' But what is this 'Light'? I have said for decades that the speed of light (186,000 miles per second) is not the fastest speed possible as claimed by mainstream science and is in fact the frequency walls or outer limits of the Matrix. You can't have a fastest or slowest anything within all possibility when everything is possible. The human body is encoded to operate within the speed of light or *within the simulation* and thus we see only the tiny frequency band of visible *light*. Near-death experiencers who perceive reality outside the body during temporary 'death' describe a very different

form of light and this is supported by the Nag Hammadi texts. Prime reality beyond the simulation ('Upper Aeons' to the Gnostics) is described as a realm of incredible beauty, bliss, love and harmony – a realm of 'watery light' that is so powerful 'there are no shadows'. Our false reality of Archon control, which Gnostics call the 'Lower Aeons', is depicted as a realm with a different kind of 'light' and described in terms of chaos, 'Hell', 'the Abyss' and 'Outer Darkness', where trapped souls are tormented and manipulated by demons (relate that to the 'Covid' hoax alone). The watery light theme can be found in near-death accounts and it is not the same as *simulation* 'light' which is electromagnetic or radiation light within the speed of light – the 'Lower Aeons'. Simulation 'light' is the 'luminous fire' associated by Gnostics with the Archons. The Bible refers to Yaldabaoth as 'that old serpent, called the Devil, and Satan, which deceiveth the whole world' (Revelation 12:9). I think that making a simulated copy of prime reality ('countermimicry') and changing it dramatically while all the time manipulating humanity to believe it to be real could probably meet the criteria of deceiving the whole world. Then we come to the Cult god Lucifer – the *Light Bringer*. Lucifer is symbolic of Yaldabaoth, the bringer of radiation light that forms the bad copy simulation within the speed of light. 'He' is symbolised by the lighted torch held by the Statue of Liberty and in the name 'Illuminati'. Sabbatian-Frankism declares that Lucifer is the true god and Lucifer is the real god of Freemasonry honoured as their 'Great or Grand Architect of the Universe' (simulation).

I would emphasise, too, the way Archontic technologically-generated luminous fire of radiation has deluged our environment since I was a kid in the 1950s and changed the nature of The Field with which we constantly interact. Through that interaction technological radiation is changing us. The Smart Grid is designed to operate with immense levels of communication power with 5G expanding across the world and 6G, 7G, in the process of development. Radiation is the simulation and the Archontic manipulation system. Why wouldn't the Archon Cult wish to unleash radiation upon us to an ever-greater extreme to form

Kurzweil's 'cloud'? The plan for a synthetic human is related to the need to cope with levels of radiation beyond even anything we've seen so far. Biological humans would not survive the scale of radiation they have in their script. The Smart Grid is a technological sub-reality within the technological simulation to further disconnect five-sense perception from expanded consciousness. It's a technological prison of the mind.

## Infusing the 'spirit of darkness'

A recurring theme in religion and native cultures is the manipulation of human genetics by a non-human force and most famously recorded as the biblical 'sons of god' (the god*s* plural in the original) who interbred with the daughters of men. The Nag Hammadi *Apocryphon of John* tells the same story this way:

> He [Yaldabaoth] sent his angels [Archons/demons] to the daughters of men, that they might take some of them for themselves and raise offspring for their enjoyment. And at first they did not succeed. When they had no success, they gathered together again and they made a plan together ... And the angels changed themselves in their likeness into the likeness of their mates, filling them with the spirit of darkness, which they had mixed for them, and with evil ... And they took women and begot children out of the darkness according to the likeness of their spirit.

Possession when a discarnate entity takes over a human body is an age-old theme and continues today. It's very real and I've seen it. Satanic and secret society rituals can create an energetic environment in which entities can attach to initiates and I've heard many stories of how people have changed their personality after being initiated even into lower levels of the Freemasons. I have been inside three Freemasonic temples, one at a public open day and two by just walking in when there was no one around to stop me. They were in Ryde, the town where I live, Birmingham, England, when I was with a group, and Boston, Massachusetts. They all felt the same energetically – dark, dense, low-vibrational and sinister. Demonic attachment can happen while the initiate has no idea what is going on. To them it's just a ritual to get in the Masons and do a bit of good

business. In the far more extreme rituals of Satanism human possession is even more powerful and they are designed to make possession possible. The hierarchy of the Cult is dictated by the power and perceived status of the possessing Archon. In this way the Archon hierarchy becomes the Cult hierarchy. Once the entity has attached it can influence perception and behaviour and if it attaches to the extreme then so much of its energy (information) infuses into the body information field that the hologram starts to reflect the nature of the possessing entity. This is the *Exorcist* movie type of possession when facial features change and it's known as shapeshifting. Islam's Jinn are said to be invisible tricksters who change shape, 'whisper', confuse and take human form. These are all traits of the Archons and other versions of the same phenomenon. Extreme possession could certainty infuse the 'spirit of darkness' into a partner during sex as the Nag Hammadi texts appear to describe. Such an infusion can change genetics which is also energetic information. Human genetics is information and the 'spirit of darkness' is information. Mix one with the other and change must happen. Islam has the concept of a 'Jinn baby' through possession of the mother and by Jinn taking human form. There are many ways that human genetics can be changed and remember that Archons have been aware all along of advanced techniques to do this. What is being done in human society today – and far more – was known about by Archons at the time of the 'fallen ones' and their other versions described in religions and cultures.

Archons and their human-world Cult are obsessed with genetics as we see today and they know this dictates how information is processed into perceived reality during a human life. They needed to produce a human form that would decode the simulation and this is symbolically known as 'Adam and Eve' who left the 'garden' (prime reality) and 'fell' into Matrix reality. The simulation is not a 'physical' construct (there is no 'physical'); it is a source of information. Think Wi-Fi again. The simulation is an energetic field encoded with information and body-brain systems are designed to decode that information encoded in wave or frequency form which

is transmitted to the brain as electrical signals. These are decoded by the brain to construct our sense of reality – an illusory 'physical' world that only exists in the brain or the mind. Virtual reality games mimic this process using the same sensory decoding system. Information is fed to the senses to decode a virtual reality that can appear so real, but isn't (Figs 18 and 19). Some scientists believe – and I agree with them – that what we perceive as 'physical' reality only exists when we are looking or observing. The act of perception or focus triggers the decoding systems which turn waveform information into holographic reality. When we are not observing something our reality reverts from a holographic state to a waveform state. This relates to the same principle as a falling tree not making a noise unless someone is there to hear it or decode it. The concept makes sense from the simulation perspective. A computer is not decoding all the information in a Wi-Fi field all the time and only decodes or brings into reality on the screen that part of Wi-Fi that it's decoding – focusing upon – at that moment.



**Figure 18:** Virtual reality technology 'hacks' into the body's five-sense decoding system.



**Figure 19:** The result can be experienced as very 'real'.

Interestingly, Professor Donald Hoffman at the Department of Cognitive Sciences at the University of California, Irvine, says that our experienced reality is like a computer interface that shows us only the level with which we interact while hiding all that exists beyond it: 'Evolution shaped us with a user interface that hides the truth. Nothing that we see is the truth – the very language of space and time and objects is the wrong language to describe reality.' He is correct in what he says on so many levels. Space and time are not a universal reality. They are a phenomenon of decoded *simulation* reality as part of the process of enslaving our sense of reality. Near-death experiencers report again and again how space and time did not exist as we perceive them once they were free of the body – body decoding systems. You can appreciate from this why Archons and their Cult are so desperate to entrap human attention in the five senses where we are in the Matrix and of the Matrix. Opening your mind to expanded states of awareness takes you beyond the information confines of the simulation and you become aware of knowledge and insights denied to you before. This is what we call 'awakening' – *awakening from the Matrix* – and in the final chapter I will relate this to current events.

## Where are the 'aliens'?

A simulation would explain the so-called 'Fermi Paradox' named after Italian physicist Enrico Fermi (1901-1954) who created the first nuclear reactor. He considered the question of why there is such a lack of extraterrestrial activity when there are so many stars and planets in an apparently vast universe; but what if the night sky that we see, or think we do, is a simulated projection as I say? If you control the simulation and your aim is to hold humanity fast in essential ignorance would you want other forms of life including advanced life coming and going sharing information with humanity? Or would you want them to believe they were isolated and apparently alone? Themes of human isolation and apartness are common whether they be the perception of a lifeless universe or the fascist isolation laws of the 'Covid' era. Paradoxically the very

existence of a simulation means that we are not alone when some force had to construct it. My view is that experiences that people have reported all over the world for centuries with Reptilians and Grey entities are Archon phenomena as Nag Hammadi texts describe; and that benevolent 'alien' interactions are non-human groups that come in and out of the simulation by overcoming Archon attempts to keep them out. It should be highlighted, too, that Reptilians and Greys are obsessed with *genetics* and *technology* as related by cultural accounts and those who say they have been abducted by them. Technology is their way of overcoming some of the limitations in their creative potential and our technology-driven and controlled human society of today is *arch*etypical Archon-Reptilian-Grey modus operandi. Technocracy is really *Archon*tocracy. The Universe does not have to be as big as it appears with a simulation. There is no space or distance only information decoded into holographic reality. What we call 'space' is only the absence of holographic 'objects' and that 'space' is The Field of energetic information which connects everything into a single whole. The same applies with the artificially-generated information field of the simulation. The Universe is not big or small as a physical reality. It is decoded information, that's all, and its perceived size is decided by the way the simulation is encoded to make it appear. The entire night sky as we perceive it only exists in our brain and so where are those 'millions of light years'? The 'stars' on the ceiling of the Planetarium looked a vast distance away.

There's another point to mention about 'aliens'. I have been highlighting since the 1990s the plan to stage a fake 'alien invasion' to justify the centralisation of global power and a world military. Nazi scientist Werner von Braun, who was taken to America by Operation Paperclip after World War Two to help found NASA, told his American assistant Dr Carol Rosin about the Cult agenda when he knew he was dying in 1977. Rosin said that he told her about a sequence that would lead to total human control by a one-world government. This included threats from terrorism, rogue nations, meteors and asteroids before finally an 'alien invasion'. All of these

things, von Braun said, would be bogus and what I would refer to as a No-Problem-Reaction-Solution. Keep this in mind when 'the aliens are coming' is the new mantra. The aliens are not coming – they are *already here* and they have infiltrated human society while looking human. French-Canadian investigative journalist Serge Monast said in 1994 that he had uncovered a NASA/military operation called Project Blue Beam which fits with what Werner von Braun predicted. Monast died of a 'heart attack' in 1996 the day after he was arrested and spent a night in prison. He was 51. He said Blue Beam was a plan to stage an alien invasion that would include religious figures beamed holographically into the sky as part of a global manipulation to usher in a 'new age' of worshipping what I would say is the Cult 'god' Yaldabaoth in a one-world religion. Fake holographic asteroids are also said to be part of the plan which again syncs with von Braun. How could you stage an illusory threat from asteroids unless they were holographic inserts? This is pretty straightforward given the advanced technology outside the public arena and the fact that our 'physical' reality is holographic anyway. Information fields would be projected and we would decode them into the illusion of a 'physical' asteroid. If they can sell a global 'pandemic' with a 'virus' that doesn't exist what will humans not believe if government and media tell them?

All this is particularly relevant as I write with the Pentagon planning to release in June, 2021, information about 'UFO sightings'. I have been following the UFO story since the early 1990s and the common theme throughout has been government and military denials and cover up. More recently, however, the Pentagon has suddenly become more talkative and apparently open with Air Force pilot radar images released of unexplained craft moving and changing direction at speeds well beyond anything believed possible with human technology. Then, in March, 2021, former Director of National Intelligence John Ratcliffe said a Pentagon report months later in June would reveal a great deal of information about UFO sightings unknown to the public. He said the report would have 'massive implications'. The order to do this was included bizarrely

in a $2.3 trillion 'coronavirus' relief and government funding bill passed by the Trump administration at the end of 2020. I would add some serious notes of caution here. I have been pointing out since the 1990s that the US military and intelligence networks have long had craft – 'flying saucers' or anti-gravity craft – which any observer would take to be extraterrestrial in origin. Keeping this knowledge from the public allows craft flown by *humans* to be perceived as alien visitations. I am not saying that 'aliens' do not exist. I would be the last one to say that, but we have to be streetwise here. President Ronald Reagan told the UN General Assembly in 1987: 'I occasionally think how quickly our differences worldwide would vanish if we were facing an alien threat from outside this world.' That's the idea. Unite against a common 'enemy' with a common purpose behind your 'saviour force' (the Cult) as this age-old technique of mass manipulation goes global.

## Science moves this way …

I could find only one other person who was discussing the simulation hypothesis publicly when I concluded it was real. This was Nick Bostrom, a Swedish-born philosopher at the University of Oxford, who has explored for many years the possibility that human reality is a computer simulation although his version and mine are not the same. Today the simulation and holographic reality hypothesis have increasingly entered the scientific mainstream. Well, the more open-minded mainstream, that is. Here are a few of the ever-gathering examples. American nuclear physicist Silas Beane led a team of physicists at the University of Bonn in Germany pursuing the question of whether we live in a simulation. They concluded that we probably do and it was likely based on a lattice of cubes. They found that cosmic rays align with that specific pattern. The team highlighted the Greisen–Zatsepin–Kuzmin (GZK) limit which refers to cosmic ray particle interaction with cosmic background radiation that creates an apparent boundary for cosmic ray particles. They say in a paper entitled 'Constraints on the Universe as a Numerical Simulation' that this 'pattern of constraint' is exactly what you

would find with a computer simulation. They also made the point that a simulation would create its own 'laws of physics' that would limit possibility. I've been making the same point for decades that the *perceived* laws of physics relate only to this reality, or what I would later call the simulation. When designers write codes to create computer and virtual reality games they are the equivalent of the laws of physics for that game. Players interact within the limitations laid out by the coding. In the same way those who wrote the codes for the simulation decided the laws of physics that would apply. These can be overridden by expanded states of consciousness, but not by those enslaved in only five-sense awareness where simulation codes rule. Overriding the codes is what people call 'miracles'. They are not. They are bypassing the encoded limits of the simulation. A population caught in simulation perception would have no idea that this was their plight. As the Bonn paper said: 'Like a prisoner in a pitch-black cell we would not be able to see the "walls" of our prison,' That's true if people remain mesmerised by the five senses. Open to expanded awareness and those walls become very clear. The main one is the speed of light.

American theoretical physicist James Gates is another who has explored the simulation question and found considerable evidence to support the idea. Gates was Professor of Physics at the University of Maryland, Director of The Center for String and Particle Theory, and on Barack Obama's Council of Advisors on Science and Technology. He and his team found *computer codes* of digital data embedded in the fabric of our reality. They relate to on-off electrical charges of 1 and 0 in the binary system used by computers. 'We have no idea what they are doing there', Gates said. They found within the energetic fabric mathematical sequences known as error-correcting codes or block codes that 'reboot' data to its original state or 'default settings' when something knocks it out of sync. Gates was asked if he had found a set of equations embedded in our reality indistinguishable from those that drive search engines and browsers and he said: 'That is correct.' Rich Terrile, director of the Centre for Evolutionary Computation and Automated Design at NASA's Jet

Propulsion Laboratory, has said publicly that he believes the Universe is a digital hologram that must have been created by a form of intelligence. I agree with that in every way. Waveform information is delivered electrically by the senses to the brain which constructs a *digital* holographic reality that we call the 'world'. This digital level of reality can be read by the esoteric art of numerology. Digital holograms are at the cutting edge of holographics today. We have digital technology everywhere designed to access and manipulate our digital level of perceived reality. Synthetic mRNA in 'Covid vaccines' has a digital component to manipulate the body's digital 'operating system'.

## Reality is numbers

How many know that our reality can be broken down to numbers and codes that are the same as computer games? Max Tegmark, a physicist at the Massachusetts Institute of Technology (MIT), is the author of *Our Mathematical Universe* in which he lays out how reality can be entirely described by numbers and maths in the way that a video game is encoded with the 'physics' of computer games. Our world and computer virtual reality are essentially the same. Tegmark imagines the perceptions of characters in an advanced computer game when the graphics are so good they don't know they are in a game. They think they can bump into real objects (electromagnetic resistance in our reality), fall in love and feel emotions like excitement. When they began to study the apparently 'physical world' of the video game they would realise that everything was made of pixels (which have been found in our energetic reality as must be the case when on one level our world is digital). What computer game characters thought was physical 'stuff', Tegmark said, could actually be broken down into numbers:

> And we're exactly in this situation in our world. We look around and it doesn't seem that mathematical at all, but everything we see is made out of elementary particles like quarks and electrons. And what properties does an electron have? Does it have a smell or a colour or a texture? No! ... We physicists have come up with geeky names for [Electron] properties, like

electric charge, or spin, or lepton number, but the electron doesn't care what we call it, the properties are just numbers.

This is the illusory reality Gnostics were describing. This is the simulation. The A, C, G, and T codes of DNA have a binary value – A and C = 0 while G and T = 1. This has to be when the simulation is digital and the body must be digital to interact with it. Recurring mathematical sequences are encoded throughout reality and the body. They include the Fibonacci sequence in which the two previous numbers are added to get the next one, as in ... 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, etc. The sequence is encoded in the human face and body, proportions of animals, DNA, seed heads, pine cones, trees, shells, spiral galaxies, hurricanes and the number of petals in a flower. The list goes on and on. There are fractal patterns – a 'never-ending pattern that is infinitely complex and self-similar across all scales in the as above, so below, principle of holograms. These and other famous recurring geometrical and mathematical sequences such as Phi, Pi, Golden Mean, Golden Ratio and Golden Section are *computer codes* of the simulation. I had to laugh and give my head a shake the day I finished this book and it went into the production stage. I was sent an article in *Scientific American* published in April, 2021, with the headline 'Confirmed! We Live in a Simulation'. Two decades after I first said our reality is a simulation and the speed of light is it's outer limit the article suggested that we do live in a simulation and that the speed of light is its outer limit. I left school at 15 and never passed a major exam in my life while the writer was up to his eyes in qualifications. As I will explain in the final chapter *knowing* is far better than thinking and they come from very different sources. The article rightly connected the speed of light to the processing speed of the 'Matrix' and said what has been in my books all this time … 'If we are in a simulation, as it appears, then space is an abstract property written in code. It is not real'. No it's not and if we live in a simulation something created it and it wasn't *us*. 'That David Icke says we are manipulated by aliens' – he's crackers.'

## Wow …

The reality that humanity thinks is so real is an illusion. Politicians, governments, scientists, doctors, academics, law enforcement, media, school and university curriculums, on and on, are all founded on a world that *does not exist* except as a simulated prison cell. Is it such a stretch to accept that 'Covid' doesn't exist when our entire 'physical' reality doesn't exist? Revealed here is the knowledge kept under raps in the Cult networks of compartmentalised secrecy to control humanity's sense of reality by inducing the population to believe in a reality that's not real. If it wasn't so tragic in its experiential consequences the whole thing would be hysterically funny. None of this is new to Renegade Minds. Ancient Greek philosopher Plato (about 428 to about 347BC) was a major influence on Gnostic belief and he described the human plight thousands of years ago with his Allegory of the Cave. He told the symbolic story of prisoners living in a cave who had never been outside. They were chained and could only see one wall of the cave while behind them was a fire that they could not see. Figures walked past the fire casting shadows on the prisoners' wall and those moving shadows became their sense of reality. Some prisoners began to study the shadows and were considered experts on them (today's academics and scientists), but what they studied was only an illusion (today's academics and scientists). A prisoner escaped from the cave and saw reality as it really is. When he returned to report this revelation they didn't believe him, called him mad and threatened to kill him if he tried to set them free. Plato's tale is not only a brilliant analogy of the human plight and our illusory reality. It describes, too, the dynamics of the 'Covid' hoax. I have only skimmed the surface of these subjects here. The aim of this book is to crisply connect all essential dots to put what is happening today into its true context. All subject areas and their connections in this chapter are covered in great evidential detail in *Everything You Need To Know, But Have Never Been Told* and *The Answer*.

They say that bewildered people 'can't see the forest for the trees'. Humanity, however, can't see the forest for the *twigs*. The five senses

see only twigs while Renegade Minds can see the forest and it's the forest where the answers lie with the connections that reveals. Breaking free of perceptual programming so the forest can be seen is the way we turn all this around. Not breaking free is how humanity got into this mess. The situation may seem hopeless, but I promise you it's not. We are a perceptual heartbeat from paradise if only we knew.

## CHAPTER TWELVE

# Escaping Wetiko

***Life is simply a vacation from the infinite***
**Dean Cavanagh**

Renegade Minds weave the web of life and events and see common themes in the apparently random. They are always there if you look for them and their pursuit is aided by incredible synchronicity that comes when your mind is open rather than mesmerised by what it thinks it can see.

Infinite awareness is infinite possibility and the more of infinite possibility that we access the more becomes infinitely possible. That may be stating the apparently obvious, but it is a devastatingly-powerful fact that can set us free. We are a point of attention within an infinity of consciousness. The question is how much of that infinity do we choose to access? How much knowledge, insight, awareness, wisdom, do we want to connect with and explore? If your focus is only in the five senses you will be influenced by a fraction of infinite awareness. I mean a range so tiny that it gives new meaning to infinitesimal. Limitation of self-identity and a sense of the possible limit accordingly your range of consciousness. We are what we think we are. Life is what we think it is. The dream is the dreamer and the dreamer is the dream. Buddhist philosophy puts it this way: 'As a thing is viewed, so it appears.' Most humans live in the realm of touch, taste, see, hear, and smell and that's the limit of their sense of the possible and sense of self. Many will follow a religion and speak of a God in his heaven, but their lives are still

dominated by the five senses in their perceptions and actions. The five senses become the arbiter of everything. When that happens all except a smear of infinity is sealed away from influence by the rigid, unyielding, reality bubbles that are the five-sense human or Phantom Self. Archon Cult methodology is to isolate consciousness within five-sense reality – the simulation – and then program that consciousness with a sense of self and the world through a deluge of life-long information designed to instil the desired perception that allows global control. Efforts to do this have increased dramatically with identity politics as identity bubbles are squeezed into the minutiae of five-sense detail which disconnect people even more profoundly from the infinite 'I'.

Five-sense focus and self-identity are like a firewall that limits access to the infinite realms. You only perceive one radio or television station and no other. We'll take that literally for a moment. Imagine a vast array of stations giving different information and angles on reality, but you only ever listen to one. Here we have the human plight in which the population is overwhelmingly confined to CultFM. This relates only to the frequency range of CultFM and limits perception and insight to that band – limits *possibility* to that band. It means you are connecting with an almost imperceptibly minuscule range of possibility and creative potential within the infinite Field. It's a world where everything seems apart from everything else and where synchronicity is rare. Synchronicity is defined in the dictionary as 'the happening by chance of two or more related or similar events at the same time'. Use of 'by chance' betrays a complete misunderstanding of reality. Synchronicity is not 'by chance'. As people open their minds, or 'awaken' to use the term, they notice more and more coincidences in their lives, bits of 'luck', apparently miraculous happenings that put them in the right place at the right time with the right people. Days become peppered with 'fancy meeting you here' and 'what are the chances of that?' My entire life has been lived like this and ever more so since my own colossal awakening in 1990 and 91 which transformed my sense of reality. Synchronicity is not 'by chance'; it is by accessing expanded

realms of possibility which allow expanded potential for manifestation. People broadcasting the same vibe from the same openness of mind tend to be drawn 'by chance' to each other through what I call frequency magnetism and it's not only people. In the last more than 30 years incredible synchronicity has also led me through the Cult maze to information in so many forms and to crucial personal experiences. These 'coincidences' have allowed me to put the puzzle pieces together across an enormous array of subjects and situations. Those who have breached the bubble of five-sense reality will know exactly what I mean and this escape from the perceptual prison cell is open to everyone whenever they make that choice. This may appear super-human when compared with the limitations of 'human', but it's really our natural state. 'Human' as currently experienced is consciousness in an unnatural state of induced separation from the infinity of the whole. I'll come to how this transformation into unity can be made when I have described in more detail the force that holds humanity in servitude by denying this access to infinite self.

## The Wetiko factor

I have been talking and writing for decades about the way five-sense mind is systematically barricaded from expanded awareness. I have used the analogy of a computer (five-sense mind) and someone at the keyboard (expanded awareness). Interaction between the computer and the operator is symbolic of the interaction between five-sense mind and expanded awareness. The computer directly experiences the Internet and the operator experiences the Internet via the computer which is how it's supposed to be – the two working as one. Archons seek to control that point where the operator connects with the computer to stop that interaction (Fig 20). Now the operator is banging the keyboard and clicking the mouse, but the computer is not responding and this happens when the computer is taken over – *possessed* – by an appropriately-named computer 'virus'. The operator has lost all influence over the computer which goes its own way making decisions under the control of the 'virus'. I have

just described the dynamic through which the force known to Gnostics as Yaldabaoth and Archons disconnects five-sense mind from expanded awareness to imprison humanity in perceptual servitude.




**Figure 20:** The mind 'virus' I have been writing about for decades seeks to isolate five-sense mind (the computer) from the true 'I'. (Image by Neil Hague).

About a year ago I came across a Native American concept of Wetiko which describes precisely the same phenomenon. Wetiko is the spelling used by the Cree and there are other versions including wintiko and windigo used by other tribal groups. They spell the name with lower case, but I see Wetiko as a proper noun as with Archons and prefer a capital. I first saw an article about Wetiko by writer and researcher Paul Levy which so synced with what I had been writing about the computer/operator disconnection and later the Archons. I then read his book, the fascinating *Dispelling Wetiko, Breaking the Spell of Evil*. The parallels between what I had concluded long before and the Native American concept of Wetiko were so clear and obvious that it was almost funny. For Wetiko see the Gnostic Archons for sure and the Jinn, the Predators, and every other name for a force of evil, inversion and chaos. Wetiko is the Native American name for the force that divides the computer from

the operator (Fig 21). Indigenous author Jack D. Forbes, a founder of the Native American movement in the 1960s, wrote another book about Wetiko entitled *Columbus And Other Cannibals – The Wetiko Disease of Exploitation, Imperialism, and Terrorism* which I also read. Forbes says that Wetiko refers to an evil person or spirit 'who terrorizes other creatures by means of terrible acts, including cannibalism'. Zulu shaman Credo Mutwa told me that African accounts tell how cannibalism was brought into the world by the Chitauri 'gods' – another manifestation of Wetiko. The distinction between 'evil person or spirit' relates to Archons/Wetiko possessing a human or acting as pure consciousness. Wetiko is said to be a sickness of the soul or spirit and a state of being that takes but gives nothing back – the Cult and its operatives perfectly described. Black Hawk, a Native American war leader defending their lands from confiscation, said European invaders had 'poisoned hearts' – Wetiko hearts – and that this would spread to native societies. Mention of the heart is very significant as we shall shortly see. Forbes writes: 'Tragically, the history of the world for the past 2,000 years is, in great part, the story of the epidemiology of the wetiko disease.' Yes, and much longer. Forbes is correct when he says: 'The wetikos destroyed Egypt and Babylon and Athens and Rome and Tenochtitlan [capital of the Aztec empire] and perhaps now they will destroy the entire earth.' Evil, he said, is the number one export of a Wetiko culture – see its globalisation with 'Covid'. Constant war, mass murder, suffering of all kinds, child abuse, Satanism, torture and human sacrifice are all expressions of Wetiko and the Wetiko possessed. The world is Wetiko made manifest, *but it doesn't have to be*. There is a way out of this even now.




**Figure 21:** The mind 'virus' is known to Native Americans as 'Wetiko'. (Image by Neil Hague).

## Cult of Wetiko

Wetiko is the Yaldabaoth frequency distortion that seeks to attach to human consciousness and absorb it into its own. Once this connection is made Wetiko can drive the perceptions of the target which they believe to be coming from their own mind. All the horrors of history and today from mass killers to Satanists, paedophiles like Jeffrey Epstein and other psychopaths, are the embodiment of Wetiko and express its state of being in all its grotesqueness. The Cult is Wetiko incarnate, Yaldabaoth incarnate, and it seeks to facilitate Wetiko assimilation of humanity in totality into its distortion by manipulating the population into low frequency states that match its own. Paul Levy writes: 'Holographically enforced within the psyche of every human being the wetiko virus pervades and underlies the entire field of consciousness, and can therefore potentially manifest through any one of us at any moment if we are not mindful.' The 'Covid' hoax has achieved this with many people, but others have not fallen into Wetiko's frequency lair. Players in the 'Covid' human catastrophe including Gates, Schwab, Tedros, Fauci, Whitty, Vallance, Johnson, Hancock, Ferguson, Drosten, and all the rest, including the psychopath psychologists, are expressions of Wetiko. This is why

they have no compassion or empathy and no emotional consequence for what they do that would make them stop doing it. Observe all the people who support the psychopaths in authority against the Pushbackers despite the damaging impact the psychopaths have on their own lives and their family's lives. You are again looking at Wetiko possession which prevents them seeing through the lies to the obvious scam going on. *Why can't they see it?* Wetiko won't let them see it. The perceptual divide that has now become a chasm is between the Wetikoed and the non-Wetikoed.

Paul Levy describes Wetiko in the same way that I have long described the Archontic force. They are the same distorted consciousness operating across dimensions of reality: '… the subtle body of wetiko is not located in the third dimension of space and time, literally existing in another dimension … it is able to affect ordinary lives by mysteriously interpenetrating into our three-dimensional world.' Wetiko does this through its incarnate representatives in the Cult and by weaving itself into The Field which on our level of reality is the electromagnetic information field of the simulation or Matrix. More than that, the simulation *is* Wetiko / Yaldabaoth. Caleb Scharf, Director of Astrobiology at Columbia University, has speculated that 'alien life' could be so advanced that it has transcribed itself into the quantum realm to become what we call physics. He said intelligence indistinguishable from the fabric of the Universe would solve many of its greatest mysteries:

> Perhaps hyper-advanced life isn't just external. Perhaps it's already all around. It is embedded in what we perceive to be physics itself, from the root behaviour of particles and fields to the phenomena of complexity and emergence ... In other words, life might not just be in the equations. It might BE the equations [My emphasis].

Scharf said it is possible that 'we don't recognise advanced life because it forms an integral and unsuspicious part of what we've considered to be the natural world'. I agree. Wetiko/Yaldabaoth *is* the simulation. We are literally in the body of the beast. But that doesn't mean it has to control us. We all have the power to overcome Wetiko

influence and the Cult knows that. I doubt it sleeps too well because it knows that.

## Which Field?

This, I suggest, is how it all works. There are two Fields. One is the fierce electromagnetic light of the Matrix within the speed of light; the other is the 'watery light' of The Field beyond the walls of the Matrix that connects with the Great Infinity. Five-sense mind and the decoding systems of the body attach us to the Field of Matrix light. They have to or we could not experience this reality. Five-sense mind sees only the Matrix Field of information while our expanded consciousness is part of the Infinity Field. When we open our minds, and most importantly our hearts, to the Infinity Field we have a mission control which gives us an expanded perspective, a road map, to understand the nature of the five-sense world. If we are isolated only in five-sense mind there is no mission control. We're on our own trying to understand a world that's constantly feeding us information to ensure we do not understand. People in this state can feel 'lost' and bewildered with no direction or radar. You can see ever more clearly those who are influenced by the Fields of Big Infinity or little five-sense mind simply by their views and behaviour with regard to the 'Covid' hoax. We have had this division throughout known human history with the mass of the people on one side and individuals who could see and intuit beyond the walls of the simulation – Plato's prisoner who broke out of the cave and saw reality for what it is. Such people have always been targeted by Wetiko/Archon-possessed authority, burned at the stake or demonised as mad, bad and dangerous. The Cult today and its global network of 'anti-hate', 'anti-fascist' Woke groups are all expressions of Wetiko attacking those exposing the conspiracy, 'Covid' lies and the 'vaccine' agenda.

Woke as a whole is Wetiko which explains its black and white mentality and how at one it is with the Wetiko-possessed Cult. Paul Levy said: 'To be in this paradigm is to still be under the thrall of a two-valued logic – where things are either true or false – of a

wetikoized mind.' Wetiko consciousness is in a permanent rage, therefore so is Woke, and then there is Woke inversion and contradiction. 'Anti-fascists' act like fascists because fascists *and* 'anti-fascists' are both Wetiko at work. Political parties act the same while claiming to be different for the same reason. Secret society and satanic rituals are attaching initiates to Wetiko and the cold, ruthless, psychopathic mentality that secures the positions of power all over the world is Wetiko. Reframing 'training programmes' have the same cumulative effect of attaching Wetiko and we have their graduates described as automatons and robots with a cold, psychopathic, uncaring demeanour. They are all traits of Wetiko possession and look how many times they have been described in this book and elsewhere with regard to personnel behind 'Covid' including the police and medical profession. Climbing the greasy pole in any profession in a Wetiko society requires traits of Wetiko to get there and that is particularly true of politics which is not about fair competition and pre-eminence of ideas. It is founded on how many backs you can stab and arses you can lick. This culminated in the global 'Covid' coordination between the Wetiko possessed who pulled it off in all the different countries without a trace of empathy and compassion for their impact on humans. Our sight sense can see only holographic form and not the Field which connects holographic form. Therefore we perceive 'physical' objects with 'space' in between. In fact that 'space' is energy/consciousness operating on multiple frequencies. One of them is Wetiko and that connects the Cult psychopaths, those who submit to the psychopaths, and those who serve the psychopaths in the media operations of the world. Wetiko is Gates. Wetiko is the mask-wearing submissive. Wetiko is the fake journalist and 'fact-checker'. The Wetiko Field is coordinating the whole thing. Psychopaths, gofers, media operatives, 'anti-hate' hate groups, 'fact-checkers' and submissive people work as one unit *even without human coordination* because they are attached to the *same* Field which is organising it all (Fig 22). Paul Levy is here describing how Wetiko-possessed people are drawn together and refuse to let any information breach their rigid

perceptions. He was writing long before 'Covid', but I think you will recognise followers of the 'Covid' religion *oh just a little bit*:

People who are channelling the vibratory frequency of wetiko align with each other through psychic resonance to reinforce their unspoken shared agreement so as to uphold their deranged view of reality. Once an unconscious content takes possession of certain individuals, it irresistibly draws them together by mutual attraction and knits them into groups tied together by their shared madness that can easily swell into an avalanche of insanity.

A psychic epidemic is a closed system, which is to say that it is insular and not open to any new information or informing influences from the outside world which contradict its fixed, limited, and limiting perspective.

There we have the Woke mind and the 'Covid' mind. Compatible resonance draws the awakening together, too, which is clearly happening today.




**Figure 22:** The Wetiko Field from which the Cult pyramid and its personnel are made manifest. (Image by Neil Hague).

## Spiritual servitude

Wetiko doesn't care about humans. It's not human; it just possesses humans for its own ends and the effect (depending on the scale of

possession) can be anything from extreme psychopathy to unquestioning obedience. Wetiko's worst nightmare is for human consciousness to expand beyond the simulation. Everything is focussed on stopping that happening through control of information, thus perception, thus frequency. The 'education system', media, science, medicine, academia, are all geared to maintaining humanity in five-sense servitude as is the constant stimulation of low-vibrational mental and emotional states (see 'Covid'). Wetiko seeks to dominate those subconscious spaces between five-sense perception and expanded consciousness where the computer meets the operator. From these subconscious hiding places Wetiko speaks to us to trigger urges and desires that we take to be our own and manipulate us into anything from low-vibrational to psychopathic states. Remember how Islam describes the Jinn as invisible tricksters that 'whisper' and confuse. Wetiko is the origin of the 'trickster god' theme that you find in cultures all over the world. Jinn, like the Archons, are Wetiko which is terrified of humans awakening and reconnecting with our true self for then its energy source has gone. With that the feedback loop breaks between Wetiko and human perception that provides the energetic momentum on which its very existence depends as a force of evil. Humans are both its target and its source of survival, but only if we are operating in low-vibrational states of fear, hate, depression and the background anxiety that most people suffer. We are Wetiko's target because we are its key to survival. It needs us, not the other way round. Paul Levy writes:

A vampire has no intrinsic, independent, substantial existence in its own right; it only exists in relation to us. The pathogenic, vampiric mind-parasite called wetiko is nothing in itself – not being able to exist from its own side – yet it has a 'virtual reality' such that it can potentially destroy our species …

…The fact that a vampire is not reflected by a mirror can also mean that what we need to see is that there's nothing, no-thing to see, other than ourselves. The fact that wetiko is the expression of something inside of us means that the cure for wetiko is with us as well. The critical issue is finding this cure within us and then putting it into effect.

Evil begets evil because if evil does not constantly expand and find new sources of energetic sustenance its evil, its *distortion*, dies with the assimilation into balance and harmony. Love is the garlic to Wetiko's vampire. Evil, the absence of love, cannot exist in the presence of love. I think I see a way out of here. I have emphasised so many times over the decades that the Archons/Wetiko and their Cult are not all powerful. *They are not*. I don't care how it looks even now *they are not*. I have not called them little boys in short trousers for effect. I have said it because it is true. Wetiko's insatiable desire for power over others is not a sign of its omnipotence, but its insecurity. Paul Levy writes: 'Due to the primal fear which ultimately drives it and which it is driven to cultivate, wetiko's body politic has an intrinsic and insistent need for centralising power and control so as to create imagined safety for itself.' *Yeeeeeees!* Exactly! Why does Wetiko want humans in an ongoing state of fear? Wetiko itself *is* fear and it is petrified of love. As evil is an absence of love, so love is an absence of fear. Love conquers all and *especially* Wetiko which *is* fear. Wetiko brought fear into the world when it wasn't here before. *Fear* was the 'fall', the fall into low-frequency ignorance and illusion – fear is **F**alse **E**motion **A**ppearing **R**eal. The simulation is driven and energised by fear because Wetiko/Yaldabaoth (fear) *are* the simulation. Fear is the absence of love and Wetiko is the absence of love.

## Wetiko today

We can now view current events from this level of perspective. The 'Covid' hoax has generated momentous amounts of ongoing fear, anxiety, depression and despair which have empowered Wetiko. No wonder people like Gates have been the instigators when they are Wetiko incarnate and exhibit every trait of Wetiko in the extreme. See how cold and unemotional these people are like Gates and his cronies, how dead of eye they are. That's Wetiko. Sabbatians are Wetiko and everything they control including the World Health Organization, Big Pharma and the 'vaccine' makers, national 'health'

hierarchies, corporate media, Silicon Valley, the banking system, and the United Nations with its planned transformation into world government. All are controlled and possessed by the Wetiko distortion into distorting human society in its image. We are with this knowledge at the gateway to understanding the world. Divisions of race, culture, creed and sexuality are diversions to hide the real division between those possessed and influenced by Wetiko and those that are not. The 'Covid' hoax has brought both clearly into view. Human behaviour is not about race. Tyrants and dictatorships come in all colours and creeds. What unites the US president bombing the innocent and an African tribe committing genocide against another as in Rwanda? What unites them? *Wetiko*. All wars are Wetiko, all genocide is Wetiko, all hunger over centuries in a world of plenty is Wetiko. Children going to bed hungry, including in the West, is Wetiko. Cult-generated Woke racial divisions that focus on the body are designed to obscure the reality that divisions in behaviour are manifestations of mind, not body. Obsession with body identity and group judgement is a means to divert attention from the real source of behaviour – mind and perception. Conflict sown by the Woke both within themselves and with their target groups are Wetiko providing lunch for itself through still more agents of the division, chaos, and fear on which it feeds. The Cult is seeking to assimilate the entirety of humanity and all children and young people into the Wetiko frequency by manipulating them into states of fear and despair. Witness all the suicide and psychological unravelling since the spring of 2020. Wetiko psychopaths want to impose a state of unquestioning obedience to authority which is no more than a conduit for Wetiko to enforce its will and assimilate humanity into itself. It needs us to believe that resistance is futile when it fears resistance and even more so the game-changing non-cooperation with its impositions. It can use violent resistance for its benefit. Violent impositions and violent resistance are *both* Wetiko. The Power of Love with its Power of No will sweep Wetiko from our world. Wetiko and its Cult know that. They just don't want us to know.

## AI Wetiko

This brings me to AI or artificial intelligence and something else Wetikos don't want us to know. What is AI *really*? I know about computer code algorithms and AI that learns from data input. These, however, are more diversions, the expeditionary force, for the real AI that they want to connect to the human brain as promoted by Silicon Valley Wetikos like Kurzweil. What is this AI? It is the frequency of *Wetiko*, the frequency of the Archons. The connection of AI to the human brain is the connection of the Wetiko frequency to create a Wetiko hive mind and complete the job of assimilation. The hive mind is planned to be controlled from Israel and China which are both 100 percent owned by Wetiko Sabbatians. The assimilation process has been going on minute by minute in the 'smart' era which fused with the 'Covid' era. We are told that social media is scrambling the minds of the young and changing their personality. This is true, but what is social media? Look more deeply at how it works, how it creates divisions and conflict, the hostility and cruelty, the targeting of people until they are destroyed. That's Wetiko. Social media is manipulated to tune people to the Wetiko frequency with all the emotional exploitation tricks employed by platforms like Facebook and its Wetiko front man, Zuckerberg. Facebook's Instagram announced a new platform for children to overcome a legal bar on them using the main site. This is more Wetiko exploitation and manipulation of kids. Amnesty International likened the plan to foxes offering to guard the henhouse and said it was incompatible with human rights. Since when did Wetiko or Zuckerberg (I repeat myself) care about that? Would Brin and Page at Google, Wojcicki at YouTube, Bezos at Amazon and whoever the hell runs Twitter act as they do if they were not channelling Wetiko? Would those who are developing technologies for no other reason than human control? How about those designing and selling technologies to kill people and Big Pharma drug and 'vaccine' producers who know they will end or devastate lives? Quite a thought for these people to consider is that if you are Wetiko in a human life you are Wetiko on the 'other side' unless your frequency

changes and that can only change by a change of perception which becomes a change of behaviour. Where Gates is going does not bear thinking about although perhaps that's exactly where he wants to go. Either way, that's where he's going. His frequency will make it so.

## The frequency lair

I have been saying for a long time that a big part of the addiction to smartphones and devices is that a frequency is coming off them that entraps the mind. People spend ages on their phones and sometimes even a minute or so after they put them down they pick them up again and it all repeats. 'Covid' lockdowns will have increased this addiction a million times for obvious reasons. Addictions to alcohol overindulgence and drugs are another way that Wetiko entraps consciousness to attach to its own. Both are symptoms of low-vibrational psychological distress which alcoholism and drug addiction further compound. Do we think it's really a coincidence that access to them is made so easy while potions that can take people into realms beyond the simulation are banned and illegal? I have explored smartphone addiction in other books, the scale is mind-blowing, and that level of addiction does not come without help. Tech companies that make these phones are Wetiko and they will have no qualms about destroying the minds of children. We are seeing again with these companies the Wetiko perceptual combination of psychopathic enforcers and weak and meek unquestioning compliance by the rank and file.

The global Smart Grid is the Wetiko Grid and it is crucial to complete the Cult endgame. The simulation is radiation and we are being deluged with technological radiation on a devastating scale. Wetiko frauds like Elon Musk serve Cult interests while occasionally criticising them to maintain his street-cred. 5G and other forms of Wi-Fi are being directed at the earth from space on a volume and scale that goes on increasing by the day. Elon Musk's (officially) SpaceX Starlink project is in the process of putting tens of thousands of satellites in low orbit to cover every inch of the planet with 5G and other Wi-Fi to create Kurzweil's global 'cloud' to which the

human mind is planned to be attached very soon. SpaceX has approval to operate 12,000 satellites with more than 1,300 launched at the time of writing and applications filed for *30,000* more. Other operators in the Wi-Fi, 5G, low-orbit satellite market include OneWeb (UK), Telesat (Canada), and AST & Science (US). Musk tells us that AI could be the end of humanity and then launches a company called Neuralink to connect the human brain to computers. Musk's (in theory) Tesla company is building electric cars and the driverless vehicles of the smart control grid. As frauds and bullshitters go Elon Musk in my opinion is Major League.

5G and technological radiation in general are destructive to human health, genetics and psychology and increasing the strength of artificial radiation underpins the five-sense perceptual bubbles which are themselves expressions of radiation or electromagnetism. Freedom activist John Whitehead was so right with his 'databit by databit, we are building our own electronic concentration camps'. The Smart Grid and 5G is a means to control the human mind and infuse perceptual information into The Field to influence anyone in sync with its frequency. You can change perception and behaviour en masse if you can manipulate the population into those levels of frequency and this is happening all around us today. The arrogance of Musk and his fellow Cult operatives knows no bounds in the way that we see with Gates. Musk's satellites are so many in number already they are changing the night sky when viewed from Earth. The astronomy community has complained about this and they have seen nothing yet. Some consequences of Musk's Wetiko hubris include: Radiation; visible pollution of the night sky; interference with astronomy and meteorology; ground and water pollution from intensive use of increasingly many spaceports; accumulating space debris; continual deorbiting and burning up of aging satellites, polluting the atmosphere with toxic dust and smoke; and ever-increasing likelihood of collisions. A collective public open letter of complaint to Musk said:

> We are writing to you … because SpaceX is in process of surrounding the Earth with a network of thousands of satellites whose very purpose is to irradiate every square inch of the

Earth. SpaceX, like everyone else, is treating the radiation as if it were not there. As if the mitochondria in our cells do not depend on electrons moving undisturbed from the food we digest to the oxygen we breathe.

As if our nervous systems and our hearts are not subject to radio frequency interference like any piece of electronic equipment. As if the cancer, diabetes, and heart disease that now afflict a majority of the Earth's population are not metabolic diseases that result from interference with our cellular machinery. As if insects everywhere, and the birds and animals that eat them, are not starving to death as a result.

People like Musk and Gates believe in their limitless Wetiko arrogance that they can do whatever they like to the world because they own it. Consequences for humanity are irrelevant. It's absolutely time that we stopped taking this shit from these self-styled masters of the Earth when you consider where this is going.

## Why is the Cult so anti-human?

I hear this question often: Why would they do this when it will affect them, too? Ah, but will it? Who is this *them*? Forget their bodies. They are just vehicles for Wetiko consciousness. When you break it all down to the foundations we are looking at a state of severely distorted consciousness targeting another state of consciousness for assimilation. The rest is detail. The simulation is the fly-trap in which unique sensations of the five senses create a cycle of addiction called reincarnation. Renegade Minds see that everything which happens in our reality is a smaller version of the whole picture in line with the holographic principle. Addiction to the radiation of smart technology is a smaller version of addiction to the whole simulation. Connecting the body/brain to AI is taking that addiction on a giant step further to total ongoing control by assimilating human incarnate consciousness into Wetiko. I have watched during the 'Covid' hoax how many are becoming ever more profoundly attached to Wetiko's perceptual calling cards of aggressive response to any other point of view ('There is no other god but me'), psychopathic lack of compassion and empathy, and servile submission to the narrative and will of authority. Wetiko is the psychopaths *and* subservience to psychopaths. The Cult of Wetiko is

so anti-human because it is *not* human. It embarked on a mission to destroy human by targeting everything that it means to be human and to survive as human. 'Covid' is not the end, just a means to an end. The Cult with its Wetiko consciousness is seeking to change Earth systems, including the atmosphere, to suit them, not humans. The gathering bombardment of 5G alone from ground and space is dramatically changing The Field with which the five senses interact. There is so much more to come if we sit on our hands and hope it will all go away. It is not meant to go away. It is meant to get ever more extreme and we need to face that while we still can – just.

Carbon dioxide is the gas of life. Without that human is over. Kaput, gone, history. No natural world, no human. The Cult has created a cock and bull story about carbon dioxide and climate change to justify its reduction to the point where Gates and the ignoramus Biden 'climate chief' John Kerry want to suck it out of the atmosphere. Kerry wants to do this because his master Gates does. Wetikos have made the gas of life a demon with the usual support from the Wokers of Extinction Rebellion and similar organisations and the bewildered puppet-child that is Greta Thunberg who was put on the world stage by Klaus Schwab and the World Economic Forum. The name Extinction Rebellion is both ironic and as always Wetiko inversion. The gas that we need to survive must be reduced to save us from extinction. The most basic need of human is oxygen and we now have billions walking around in face nappies depriving body and brain of this essential requirement of human existence. More than that 5G at 60 gigahertz interacts with the oxygen molecule to reduce the amount of oxygen the body can absorb into the bloodstream. The obvious knock-on consequences of that for respiratory and cognitive problems and life itself need no further explanation. Psychopaths like Musk are assembling a global system of satellites to deluge the human atmosphere with this insanity. The man should be in jail. Here we have two most basic of human needs, oxygen and carbon dioxide, being dismantled.

Two others, water and food, are getting similar treatment with the United Nations Agendas 21 and 2030 – the Great Reset – planning to

centrally control all water and food supplies. People will not even own rain water that falls on their land. Food is affected at the most basic level by reducing carbon dioxide. We have genetic modification or GMO infiltrating the food chain on a mass scale, pesticides and herbicides polluting the air and destroying the soil. Freshwater fish that provide livelihoods for 60 million people and feed hundreds of millions worldwide are being 'pushed to the brink' according the conservationists while climate change is the only focus. Now we have Gates and Schwab wanting to dispense with current food sources all together and replace them with a synthetic version which the Wetiko Cult would control in terms of production and who eats and who doesn't. We have been on the Totalitarian Tiptoe to this for more than 60 years as food has become ever more processed and full of chemical shite to the point today when it's not natural food at all. As Dr Tom Cowan says: 'If it has a label don't eat it.' Bill Gates is now the biggest owner of farmland in the United States and he does nothing without an ulterior motive involving the Cult. Klaus Schwab wrote: 'To feed the world in the next 50 years we will need to produce as much food as was produced in the last 10,000 years … food security will only be achieved, however, if regulations on genetically modified foods are adapted to reflect the reality that gene editing offers a precise, efficient and safe method of improving crops.' Liar. People and the world are being targeted with aluminium through vaccines, chemtrails, food, drink cans, and endless other sources when aluminium has been linked to many health issues including dementia which is increasing year after year. Insects, bees and wildlife essential to the food chain are being deleted by pesticides, herbicides and radiation which 5G is dramatically increasing with 6G and 7G to come. The pollinating bee population is being devastated while wildlife including birds, dolphins and whales are having their natural radar blocked by the effects of ever-increasing radiation. In the summer windscreens used to be splattered with insects so numerous were they. It doesn't happen now. Where have they gone?

## Synthetic everything

The Cult is introducing genetically-modified versions of trees, plants and insects including a Gates-funded project to unleash hundreds of millions of genetically-modified, lab-altered and patented male mosquitoes to mate with wild mosquitoes and induce genetic flaws that cause them to die out. Clinically-insane Gates-funded Japanese researchers have developed mosquitos that spread vaccine and are dubbed 'flying vaccinators'. Gates is funding the modification of weather patterns in part to sell the myth that this is caused by carbon dioxide and he's funding geoengineering of the skies to change the atmosphere. Some of this came to light with the Gates-backed plan to release tonnes of chalk into the atmosphere to 'deflect the Sun and cool the planet'. Funny how they do this while the heating effect of the Sun is not factored into climate projections focussed on carbon dioxide. The reason is that they want to reduce carbon dioxide (so don't mention the Sun), but at the same time they do want to reduce the impact of the Sun which is so essential to human life and health. I have mentioned the sun-cholesterol-vitamin D connection as they demonise the Sun with warnings about skin cancer (caused by the chemicals in sun cream they tell you to splash on). They come from the other end of the process with statin drugs to reduce cholesterol that turns sunlight into vitamin D. A lack of vitamin D leads to a long list of health effects and how vitamin D levels must have fallen with people confined to their homes over 'Covid'. Gates is funding other forms of geoengineering and most importantly chemtrails which are dropping heavy metals, aluminium and self-replicating nanotechnology onto the Earth which is killing the natural world. See *Everything You Need To Know, But Have Never Been Told* for the detailed background to this.

Every human system is being targeted for deletion by a force that's not human. The Wetiko Cult has embarked on the process of transforming the human body from biological to synthetic biological as I have explained. Biological is being replaced by the artificial and synthetic – Archontic 'countermimicry' – right across human society. The plan eventually is to dispense with the human body altogether

and absorb human consciousness – which it wouldn't really be by then – into cyberspace (the simulation which is Wetiko/Yaldabaoth). Preparations for that are already happening if people would care to look. The alternative media rightly warns about globalism and 'the globalists', but this is far bigger than that and represents the end of the human race as we know it. The 'bad copy' of prime reality that Gnostics describe was a bad copy of harmony, wonder and beauty to start with before Wetiko/Yaldabaoth set out to change the simulated 'copy' into something very different. The process was slow to start with. Entrapped humans in the simulation timeline were not technologically aware and they had to be brought up to intellectual speed while being suppressed spiritually to the point where they could build their own prison while having no idea they were doing so. We have now reached that stage where technological intellect has the potential to destroy us and that's why events are moving so fast. Central American shaman Don Juan Matus said:

> Think for a moment, and tell me how you would explain the contradictions between the intelligence of man the engineer and the stupidity of his systems of belief, or the stupidity of his contradictory behaviour. Sorcerers believe that the predators have given us our systems of beliefs, our ideas of good and evil; our social mores. They are the ones who set up our dreams of success or failure. They have given us covetousness, greed, and cowardice. It is the predator who makes us complacent, routinary, and egomaniacal.
>
> In order to keep us obedient and meek and weak, the predators engaged themselves in a stupendous manoeuvre – stupendous, of course, from the point of view of a fighting strategist; a horrendous manoeuvre from the point of those who suffer it. They gave us their mind. The predators' mind is baroque, contradictory, morose, filled with the fear of being discovered any minute now.

For 'predators' see Wetiko, Archons, Yaldabaoth, Jinn, and all the other versions of the same phenomenon in cultures and religions all over the world. The theme is always the same because it's true and it's real. We have reached the point where we have to deal with it. The question is – how?

## Don't fight – walk away

I thought I'd use a controversial subheading to get things moving in terms of our response to global fascism. What do you mean 'don't fight'? What do you mean 'walk away'? We've got to fight. We can't walk away. Well, it depends what we mean by fight and walk away. If fighting means physical combat we are playing Wetiko's game and falling for its trap. It wants us to get angry, aggressive, and direct hate and hostility at the enemy we think we must fight. Every war, every battle, every conflict, has been fought with Wetiko leading both sides. It's what it does. Wetiko wants a fight, anywhere, any place. Just hit me, son, so I can hit you back. Wetiko hits Wetiko and Wetiko hits Wetiko in return. I am very forthright as you can see in exposing Wetikos of the Cult, but I don't hate them. I refuse to hate them. It's what they want. What you hate you become. What you *fight* you become. Wokers, 'anti-haters' and 'anti-fascists' prove this every time they reach for their keyboards or don their balaclavas. By walk away I mean to disengage from Wetiko which includes ceasing to cooperate with its tyranny. Paul Levy says of Wetiko:

> The way to 'defeat' evil is not to try to destroy it (for then, in playing evil's game, we have already lost), but rather, to find the invulnerable place within ourselves where evil is unable to vanquish us – this is to truly 'win' our battle with evil.

Wetiko is everywhere in human society and it's been on steroids since the 'Covid' hoax. Every shouting match over wearing masks has Wetiko wearing a mask and Wetiko not wearing one. It's an electrical circuit of push and resist, push and resist, with Wetiko pushing *and* resisting. Each polarity is Wetiko empowering itself. Dictionary definitions of 'resist' include 'opposing, refusing to accept or comply with' and the word to focus on is 'opposing'. What form does this take – setting police cars alight or 'refusing to accept or comply with'? The former is Wetiko opposing Wetiko while the other points the way forward. This is the difference between those aggressively demanding that government fascism must be obeyed who stand in stark contrast to the great majority of Pushbackers. We saw this clearly with a march by thousands of Pushbackers against lockdown in London followed days later by a Woker-hijacked

protest in Bristol in which police cars were set on fire. Masks were virtually absent in London and widespread in Bristol. Wetiko wants lockdown on every level of society and infuses its aggression to police it through its unknowing stooges. Lockdown protesters are the ones with the smiling faces and the hugs, The two blatantly obvious states of being – getting more obvious by the day – are the result of Wokers and their like becoming ever more influenced by the simulation Field of Wetiko and Pushbackers ever more influenced by The Field of a far higher vibration beyond the simulation. Wetiko can't invade the heart which is where most lockdown opponents are coming from. It's the heart that allows them to see through the lies to the truth in ways I will be highlighting.

Renegade Minds know that calmness is the place from which wisdom comes. You won't find wisdom in a hissing fit and wisdom is what we need in abundance right now. Calmness is not weakness – you don't have to scream at the top of your voice to be strong. Calmness is indeed a sign of strength. 'No' means I'm not doing it. *NOOOO!!!* doesn't mean you're not doing it even more. Volume does not advance 'No – I'm not doing it'. You are just not doing it. Wetiko possessed and influenced don't know how to deal with that. Wetiko wants a fight and we should not give it one. What it needs more than anything is our *cooperation* and we should not give that either. Mass rallies and marches are great in that they are a visual representation of feeling, but if it ends there they are irrelevant. You demand that Wetikos act differently? Well, they're not going to are they? They are Wetikos. We don't need to waste our time demanding that something doesn't happen when that will make no difference. We need to delete the means that *allows* it to happen. This, invariably, is our cooperation. You can demand a child stop firing a peashooter at the dog or you can refuse to buy the peashooter. If you provide the means you are cooperating with the dog being smacked on the nose with a pea. How can the authorities enforce mask-wearing if millions in a country refuse? What if the 74 million Pushbackers that voted for Trump in 2020 refused to wear masks, close their businesses or stay in their homes. It would be unenforceable. The

few control the many through the compliance of the many and that's always been the dynamic be it 'Covid' regulations or the Roman Empire. I know people can find it intimidating to say no to authority or stand out in a crowd for being the only one with a face on display; but it has to be done or it's over. I hope I've made clear in this book that where this is going will be far more intimidating than standing up now and saying 'No' – I will not cooperate with my own enslavement and that of my children. There might be consequences for some initially, although not so if enough do the same. The question that must be addressed is what is going to happen if we don't? It is time to be strong and unyieldingly so. No means no. Not here and there, but *everywhere* and *always*. I have refused to wear a mask and obey all the other nonsense. I will not comply with tyranny. I repeat: Fascism is not imposed by fascists – there are never enough of them. Fascism is imposed by the population acquiescing to fascism. *I will not do it*. I will die first, or my body will. Living meekly under fascism is a form of death anyway, the death of the spirit that Martin Luther King described.

## Making things happen

We must not despair. This is not over till it's over and it's far from that. The 'fat lady' must refuse to sing. The longer the 'Covid' hoax has dragged on and impacted on more lives we have seen an awakening of phenomenal numbers of people worldwide to the realisation that what they have believed all their lives is not how the world really is. Research published by the system-serving University of Bristol and King's College London in February, 2021, concluded: 'One in every 11 people in Britain say they trust David Icke's take on the coronavirus pandemic.' It will be more by now and we have gathering numbers to build on. We must urgently progress from seeing the scam to ceasing to cooperate with it. Prominent German lawyer Reiner Fuellmich, also licenced to practice law in America, is doing a magnificent job taking the legal route to bring the psychopaths to justice through a second Nuremberg tribunal for crimes against humanity. Fuellmich has an impressive record of

beating the elite in court and he formed the German Corona Investigative Committee to pursue civil charges against the main perpetrators with a view to triggering criminal charges. Most importantly he has grasped the foundation of the hoax – the PCR test not testing for the 'virus' – and Christian Drosten is therefore on his charge sheet along with Gates frontman Tedros at the World Health Organization. Major players must be not be allowed to inflict their horrors on the human race without being brought to book. A life sentence must follow for Bill Gates and the rest of them. A group of researchers has also indicted the government of Norway for crimes against humanity with copies sent to the police and the International Criminal Court. The lawsuit cites participation in an internationally-planned false pandemic and violation of international law and human rights, the European Commission's definition of human rights by coercive rules, Nuremberg and Hague rules on fundamental human rights, and the Norwegian constitution. We must take the initiative from hereon and not just complain, protest and react.

There are practical ways to support vital mass non-cooperation. Organising in numbers is one. Lockdown marches in London in the spring in 2021 were mass non-cooperation that the authorities could not stop. There were too many people. Hundreds of thousands walked the London streets in the centre of the road for mile after mile while the Face-Nappies could only look on. They were determined, but calm, and just *did it* with no histrionics and lots of smiles. The police were impotent. Others are organising group shopping without masks for mutual support and imagine if that was happening all over. Policing it would be impossible. If the store refuses to serve people in these circumstances they would be faced with a long line of trolleys full of goods standing on their own and everything would have to be returned to the shelves. How would they cope with that if it kept happening? I am talking here about moving on from complaining to being pro-active; from watching things happen to making things happen. I include in this our relationship with the police. The behaviour of many Face-Nappies

has been disgraceful and anyone who thinks they would never find concentration camp guards in the 'enlightened' modern era have had that myth busted big-time. The period and setting may change – Wetikos never do. I watched film footage from a London march in which a police thug viciously kicked a protestor on the floor who had done nothing. His fellow Face-Nappies stood in a ring protecting him. What he did was a criminal assault and with a crowd far outnumbering the police this can no longer be allowed to happen unchallenged. I get it when people chant 'shame on you' in these circumstances, but that is no longer enough. They *have* no shame those who do this. Crowds needs to start making a citizen's arrest of the police who commit criminal offences and brutally attack innocent people and defenceless women. A citizen's arrest can be made under section 24A of the UK Police and Criminal Evidence (PACE) Act of 1984 and you will find something similar in other countries. I prefer to call it a Common Law arrest rather than citizen's for reasons I will come to shortly. Anyone can arrest a person committing an indictable offence or if they have reasonable grounds to suspect they are committing an indictable offence. On both counts the attack by the police thug would have fallen into this category. A citizen's arrest can be made to stop someone:

- Causing physical injury to himself or any other person
- Suffering physical injury
- Causing loss of or damage to property
- Making off before a constable can assume responsibility for him

A citizen's arrest may also be made to prevent a breach of the peace under Common Law and if they believe a breach of the peace will happen or anything related to harm likely to be done or already done in their presence. This is the way to go I think – the Common Law version. If police know that the crowd and members of the public will no longer be standing and watching while they commit

their thuggery and crimes they will think twice about acting like Brownshirts and Blackshirts.

## Common Law – common sense

Mention of Common Law is very important. Most people think the law is the law as in one law. This is not the case. There are two bodies of law, Common Law and Statute Law, and they are not the same. Common Law is founded on the simple premise of do no harm. It does not recognise victimless crimes in which no harm is done while Statute Law does. There is a Statute Law against almost everything. So what is Statute Law? Amazingly it's the law of the *sea* that was brought ashore by the Cult to override the law of the land which is Common Law. They had no right to do this and as always they did it anyway. They had to. They could not impose their will on the people through Common Law which only applies to do no harm. How could you stitch up the fine detail of people's lives with that? Instead they took the law of the sea, or Admiralty Law, and applied it to the population. Statute Law refers to all the laws spewing out of governments and their agencies including all the fascist laws and regulations relating to 'Covid'. The key point to make is that Statute Law is *contract law*. It only applies between *contracting* corporations. Most police officers don't even know this. They have to be kept in the dark, too. Long ago when merchants and their sailing ships began to trade with different countries a contractual law was developed called Admiralty Law and other names. Again it only applied to *contracts* agreed between *corporate* entities. If there is no agreed contract the law of the sea had no jurisdiction *and that still applies to its new alias of Statute Law*. The problem for the Cult when the law of the sea was brought ashore was an obvious one. People were not corporations and neither were government entities. To overcome the latter they made governments and all associated organisations corporations. All the institutions are *private corporations* and I mean governments and their agencies, local councils, police, courts, military, US states, the whole lot. Go to the

Dun and Bradstreet corporate listings website for confirmation that they are all corporations. You are arrested by a private corporation called the police by someone who is really a private security guard and they take you to court which is another private corporation. Neither have jurisdiction over you unless you consent and *contract* with them. This is why you hear the mantra about law enforcement policing by *consent* of the people. In truth the people 'consent' only in theory through monumental trickery.

Okay, the Cult overcame the corporate law problem by making governments and institutions corporate entities; but what about people? They are not corporations are they? Ah ... well in a sense, and *only* a sense, they are. Not people exactly – the illusion of people. The Cult creates a corporation in the name of everyone at the time that their birth certificate is issued. Note birth/ *berth* certificate and when you go to court under the law of the sea on land you stand in a *dock*. These are throwbacks to the origin. My Common Law name is David Vaughan Icke. The name of the corporation created by the government when I was born is called Mr David Vaughan Icke usually written in capitals as MR DAVID VAUGHAN ICKE. That is not me, the living, breathing man. It is a fictitious corporate entity. The trick is to make you think that David Vaughan Icke and MR DAVID VAUGHAN ICKE are the same thing. *They are not*. When police charge you and take you to court they are prosecuting the corporate entity and not the living, breathing, man or woman. They have to trick you into identifying as the corporate entity and contracting with them. Otherwise they have no jurisdiction. They do this through a language known as legalese. Lawful and legal are not the same either. Lawful relates to Common Law and legal relates to Statute Law. Legalese is the language of Statue Law which uses terms that mean one thing to the public and another in legalese. Notice that when a police officer tells someone why they are being charged he or she will say at the end: 'Do you understand?' To the public that means 'Do you comprehend?' In legalese it means 'Do you stand under me?' Do you stand under my authority? If you say

yes to the question you are unknowingly agreeing to give them jurisdiction over you in a contract between two corporate entities.

This is a confidence trick in every way. Contracts have to be agreed between informed parties and if you don't know that David Vaughan Icke is agreeing to be the corporation MR DAVID VAUGHAN ICKE you cannot knowingly agree to contract. They are deceiving you and another way they do this is to ask for proof of identity. You usually show them a driving licence or other document on which your corporate name is written. In doing so you are accepting that you are that corporate entity when you are not. Referring to yourself as a 'person' or 'citizen' is also identifying with your corporate fiction which is why I made the Common Law point about the citizen's arrest. If you are approached by a police officer you identify yourself immediately as a living, breathing, man or woman and say 'I do not consent, I do not contract with you and I do not understand' or stand under their authority. I have a Common Law birth certificate as a living man and these are available at no charge from commonlawcourt.com. Businesses registered under the Statute Law system means that its laws apply. There are, however, ways to run a business under Common Law. Remember all 'Covid' laws and regulations are Statute Law – the law of *contracts* and you do not have to contract. This doesn't mean that you can kill someone and get away with it. Common Law says do no harm and that applies to physical harm, financial harm etc. Police are employees of private corporations and there needs to be a new system of non-corporate Common Law constables operating outside the Statute Law system. If you go to davidicke.com and put Common Law into the search engine you will find videos that explain Common Law in much greater detail. It is definitely a road we should walk.

## With all my heart

I have heard people say that we are in a spiritual war. I don't like the term 'war' with its Wetiko dynamic, but I know what they mean. Sweep aside all the bodily forms and we are in a situation in which two states of consciousness are seeking very different realities.

Wetiko wants upheaval, chaos, fear, suffering, conflict and control. The other wants love, peace, harmony, fairness and freedom. That's where we are. We should not fall for the idea that Wetiko is all-powerful and there's nothing we can do. Wetiko is not all-powerful. It's a joke, pathetic. It doesn't have to be, but it has made that choice for now. A handful of times over the years when I have felt the presence of its frequency I have allowed it to attach briefly so I could consciously observe its nature. The experience is not pleasant, the energy is heavy and dark, but the ease with which you can kick it back out the door shows that its real power is in persuading us that it has power. It's all a con. Wetiko is a con. It's a trickster and not a power that can control us if we unleash our own. The con is founded on manipulating humanity to give its power to Wetiko which recycles it back to present the illusion that it has power when its power is *ours* that we gave away. This happens on an energetic level and plays out in the world of the seen as humanity giving its power to Wetiko authority which uses that power to control the population when the power is only the power the population has handed over. How could it be any other way for billions to be controlled by a relative few? I have had experiences with people possessed by Wetiko and again you can kick its arse if you do it with an open heart. Oh yes – the *heart* which can transform the world of perceived 'matter'.

We are receiver-transmitters and processors of information, but what information and where from? Information is processed into perception in three main areas – the brain, the heart and the belly. These relate to thinking, knowing, and emotion. Wetiko wants us to be head and belly people which means we think within the confines of the Matrix simulation and low-vibrational emotional reaction scrambles balance and perception. A few minutes on social media and you see how emotion is the dominant force. Woke is all emotion and is therefore thought-free and fact-free. Our heart is something different. It *knows* while the head *thinks* and has to try to work it out because it doesn't know. The human energy field has seven prime vortexes which connect us with wider reality (Fig 23). Chakra means

'wheels of light' in the Sanskrit language of ancient India. The main ones are: The crown chakra on top of the head; brow (or 'third eye') chakra in the centre of the forehead; throat chakra; heart chakra in the centre of the chest; solar plexus chakra below the sternum; sacral chakra beneath the navel; and base chakra at the bottom of the spine. Each one has a particular function or functions. We feel anxiety and nervousness in the belly where the sacral chakra is located and this processes emotion that can affect the colon to give people 'the shits' or make them 'shit scared' when they are nervous. Chakras all play an important role, but the Mr and Mrs Big is the heart chakra which sits at the centre of the seven, above the chakras that connect us to the 'physical' and below those that connect with higher realms (or at least should). Here in the heart chakra we feel love, empathy and compassion – 'My heart goes out to you'. Those with closed hearts become literally 'heart-less' in their attitudes and behaviour (see Bill Gates). Native Americans portrayed Wetiko with what Paul Levy calls a 'frigid, icy heart, devoid of mercy' (see Bill Gates).



**Figure 23:** The chakra system which interpenetrates the human energy field. The heart chakra is the governor – or should be.

Wetiko trembles at the thought of heart energy which it cannot infiltrate. The frequency is too high. What it seeks to do instead is close the heart chakra vortex to block its perceptual and energetic influence. Psychopaths have 'hearts of stone' and emotionally-damaged people have 'heartache' and 'broken hearts'. The astonishing amount of heart disease is related to heart chakra

disruption with its fundamental connection to the 'physical' heart. Dr Tom Cowan has written an outstanding book challenging the belief that the heart is a pump and making the connection between the 'physical' and spiritual heart. Rudolph Steiner who was way ahead of his time said the same about the fallacy that the heart is a pump. *What*? The heart is not a pump? That's crazy, right? Everybody knows that. Read Cowan's *Human Heart, Cosmic Heart* and you will realise that the very idea of the heart as a pump is ridiculous when you see the evidence. How does blood in the feet so far from the heart get pumped horizontally up the body by the heart?? Cowan explains in the book the real reason why blood moves as it does. Our 'physical' heart is used to symbolise love when the source is really the heart vortex or spiritual heart which is our most powerful energetic connection to 'out there' expanded consciousness. That's why we feel *knowing* – intuitive knowing – in the centre of the chest. Knowing doesn't come from a process of thoughts leading to a conclusion. It is there in an instant all in one go. Our heart knows because of its connection to levels of awareness that *do* know. This is the meaning and source of intuition – intuitive *knowing*.

For the last more than 30 years of uncovering the global game and the nature of reality my heart has been my constant antenna for truth and accuracy. An American intelligence insider once said that I had quoted a disinformer in one of my books and yet I had only quoted the part that was true. He asked: 'How do you do that?' By using my heart antenna was the answer and anyone can do it. Heart-centred is how we are meant to be. With a closed heart chakra we withdraw into a closed mind and the bubble of five-sense reality. If you take a moment to focus your attention on the centre of your chest, picture a spinning wheel of light and see it opening and expanding. You will feel it happening, too, and perceptions of the heart like joy and love as the heart impacts on the mind as they interact. The more the chakra opens the more you will feel expressions of heart consciousness and as the process continues, and becomes part of you, insights and knowings will follow. An open

heart is connected to that level of awareness that knows all is *One*. You will see from its perspective that the fault-lines that divide us are only illusions to control us. An open heart does not process the illusions of race, creed and sexuality except as brief experiences for a consciousness that is all. Our heart does not see division, only unity (Figs 24 and 25). There's something else, too. Our hearts love to laugh. Mark Twain's quote that says 'The human race has one really effective weapon, and that is laughter' is really a reference to the heart which loves to laugh with the joy of knowing the true nature of infinite reality and that all the madness of human society is an illusion of the mind. Twain also said: 'Against the assault of laughter nothing can stand.' This is so true of Wetiko and the Cult. Their insecurity demands that they be taken seriously and their power and authority acknowledged and feared. We should do nothing of the sort. We should not get aggressive or fearful which their insecurity so desires. We should laugh in their face. Even in their no-face as police come over in their face-nappies and expect to be taken seriously. They don't take themselves seriously looking like that so why should we? Laugh in the face of intimidation. Laugh in the face of tyranny. You will see by its reaction that you have pressed all of its buttons. Wetiko does not know what to do in the face of laughter or when its targets refuse to concede their joy to fear. We have seen many examples during the 'Covid' hoax when people have expressed their energetic power and the string puppets of Wetiko retreat with their tail limp between their knees. Laugh – the world is bloody mad after all and if it's a choice between laughter and tears I know which way I'm going.



**Figure 24:** Head consciousness without the heart sees division and everything apart from everything else.




**Figure 25:** Heart consciousness sees everything as One.

## 'Vaccines' and the soul

The foundation of Wetiko/Archon control of humans is the separation of incarnate five-sense mind from the infinite 'I' and closing the heart chakra where the True 'I' lives during a human life. The goal has been to achieve complete separation in both cases. I was interested therefore to read an account by a French energetic healer of what she said she experienced with a patient who had been given the 'Covid' vaccine. Genuine energy healers can sense information and consciousness fields at different levels of being which are referred to as 'subtle bodies'. She described treating the patient who later returned after having, without the healer's knowledge, two doses of the 'Covid vaccine'. The healer said:

I noticed immediately the change, very heavy energy emanating from [the] subtle bodies. The scariest thing was when I was working on the heart chakra, I connected with her soul: it was detached from the physical body, it had no contact and it was, as if it was floating in a state of total confusion: a damage to the consciousness that loses contact with the physical body, i.e. with our biological machine, there is no longer any communication between them.

I continued the treatment by sending light to the heart chakra, the soul of the person, but it seemed that the soul could no longer receive any light, frequency or energy. It was a very powerful experience for me. Then I understood that this substance is indeed used to detach consciousness so that this consciousness can no longer interact through this body that it possesses in life, where there is no longer any contact, no frequency, no light, no more energetic balance or mind.

This would create a human that is rudderless and at the extreme almost zombie-like operating with a fractional state of consciousness at the mercy of Wetiko. I was especially intrigued by what the healer said in the light of the prediction by the highly-informed Rudolf Steiner more than a hundred years ago. He said:

In the future, we will eliminate the soul with medicine. Under the pretext of a 'healthy point of view', there will be a vaccine by which the human body will be treated as soon as possible directly at birth, so that the human being cannot develop the thought of the existence of soul and Spirit. To materialistic doctors will be entrusted the task of removing the soul of humanity.

As today, people are vaccinated against this disease or that disease, so in the future, children will be vaccinated with a substance that can be produced precisely in such a way that people, thanks to this vaccination, will be immune to being subjected to the 'madness' of spiritual life. He would be extremely smart, but he would not develop a conscience, and that is the true goal of some materialistic circles.

Steiner said the vaccine would detach the physical body from the etheric body (subtle bodies) and 'once the etheric body is detached the relationship between the universe and the etheric body would become extremely unstable, and man would become an automaton'. He said 'the physical body of man must be polished on this Earth by spiritual will – so the vaccine becomes a kind of arymanique (Wetiko) force' and 'man can no longer get rid of a given materialistic feeling'. Humans would then, he said, become 'materialistic of constitution and can no longer rise to the spiritual'. I have been writing for years about DNA being a receiver-transmitter of information that connects us to other levels of reality and these 'vaccines' changing DNA can be likened to changing an antenna and what it can transmit and receive. Such a disconnection would clearly lead to changes in personality and perception. Steiner further predicted the arrival of AI. Big Pharma 'Covid vaccine' makers, expressions of Wetiko, are testing their DNA-manipulating evil on children as I write with a view to giving the 'vaccine' to babies. If it's a soul-body disconnector – and I say that it is or can be – every child would be disconnected from 'soul' at birth and the 'vaccine' would create a closed system in which spiritual guidance from the greater self would play no part. This has been the ambition of Wetiko all

along. A Pentagon video from 2005 was leaked of a presentation explaining the development of vaccines to change behaviour by their effect on the brain. Those that believe this is not happening with the 'Covid' genetically-modifying procedure masquerading as a 'vaccine' should make an urgent appointment with Naivety Anonymous. Klaus Schwab wrote in 2018:

> Neurotechnologies enable us to better influence consciousness and thought and to understand many activities of the brain. They include decoding what we are thinking in fine levels of detail through new chemicals and interventions that can influence our brains to correct for errors or enhance functionality.

The plan is clear and only the heart can stop it. With every heart that opens, every mind that awakens, Wetiko is weakened. Heart and love are far more powerful than head and hate and so nothing like a majority is needed to turn this around.

## Beyond the Phantom

Our heart is the prime target of Wetiko and so it must be the answer to Wetiko. We *are* our heart which is part of one heart, the infinite heart. Our heart is where the true self lives in a human life behind firewalls of five-sense illusion when an imposter takes its place – *Phantom Self*; but our heart waits patiently to be set free any time we choose to see beyond the Phantom, beyond Wetiko. A Wetikoed Phantom Self can wreak mass death and destruction while the love of forever is locked away in its heart. The time is here to unleash its power and let it sweep away the fear and despair that is Wetiko. Heart consciousness does not seek manipulated, censored, advantage for its belief or religion, its activism and desires. As an expression of the One it treats all as One with the same rights to freedom and opinion. Our heart demands fairness for itself no more than for others. From this unity of heart we can come together in mutual support and transform this Wetikoed world into what reality is meant to be – a place of love, joy, happiness, fairness, justice and freedom. Wetiko has another agenda and that's why the world is as

it is, but enough of this nonsense. Wetiko can't stay where hearts are open and it works so hard to keep them closed. Fear is its currency and its food source and love in its true sense has no fear. Why would love have fear when it knows it is *All That Is, Has Been, And Ever Can Be* on an eternal exploration of all possibility? Love in this true sense is not the physical attraction that passes for love. This can be an expression of it, yes, but Infinite Love, a love without condition, goes far deeper to the core of all being. It *is* the core of all being. Infinite realty was born from love beyond the illusions of the simulation. Love infinitely expressed is the knowing that all is One and the swiftly-passing experience of separation is a temporary hallucination. You cannot disconnect from Oneness; you can only *perceive* that you have and withdraw from its influence. This is the most important of all perception trickery by the mind parasite that is Wetiko and the foundation of all its potential for manipulation.

If we open our hearts, open the sluice gates of the mind, and redefine self-identity amazing things start to happen. Consciousness expands or contracts in accordance with self-identity. When true self is recognised as infinite awareness and label self – Phantom Self – is seen as only a series of brief experiences life is transformed. Consciousness expands to the extent that self-identity expands and everything changes. You see unity, not division, the picture, not the pixels. From this we can play the long game. No more is an experience something in and of itself, but a fleeting moment in the eternity of forever. Suddenly people in uniform and dark suits are no longer intimidating. Doing what your heart knows to be right is no longer intimidating and consequences for those actions take on the same nature of a brief experience that passes in the blink of an infinite eye. Intimidation is all in the mind. Beyond the mind there is no intimidation.

An open heart does not consider consequences for what it knows to be right. To do so would be to consider not doing what it knows to be right and for a heart in its power that is never an option. The Renegade Mind is really the Renegade Heart. Consideration of consequences will always provide a getaway car for the mind and

the heart doesn't want one. What is right in the light of what we face today is to stop cooperating with Wetiko in all its forms and to do it without fear or compromise. You cannot compromise with tyranny when tyranny always demands more until it has everything. Life is your perception and you are your destiny. Change your perception and you change your life. Change collective perception and we change the world.

*Come on people* … One human family, One heart, One goal … *FREEEEEEDOM*!

We must settle for nothing less.

# Postscript

The big scare story as the book goes to press is the 'Indian' variant and the world is being deluged with propaganda about the 'Covid catastrophe' in India which mirrors in its lies and misrepresentations what happened in Italy before the first lockdown in 2020.

The *New York Post* published a picture of someone who had 'collapsed in the street from Covid' in India in April, 2021, which was actually taken during a gas leak in May, 2020. Same old, same old. Media articles in mid-February were asking why India had been so untouched by 'Covid' and then as their vaccine rollout gathered pace the alleged 'cases' began to rapidly increase. Indian 'Covid vaccine' maker Bharat Biotech was funded into existence by the Bill and Melinda Gates Foundation (the pair announced their divorce in May, 2021, which is a pity because they so deserve each other). The Indian 'Covid crisis' was ramped up by the media to terrify the world and prepare people for submission to still more restrictions. The scam that worked the first time was being repeated only with far more people seeing through the deceit. Davidicke.com and Ickonic.com have sought to tell the true story of what is happening by talking to people living through the Indian nightmare which has nothing to do with 'Covid'. We posted a letter from 'Alisha' in Pune who told a very different story to government and media mendacity. She said scenes of dying people and overwhelmed hospitals were designed to hide what was really happening – genocide and starvation. Alisha said that millions had already died of starvation during the ongoing lockdowns while government and media were lying and making it look like the 'virus':

Restaurants, shops, gyms, theatres, basically everything is shut. The cities are ghost towns. Even so-called 'essential' businesses are only open till 11am in the morning. You basically have just an hour to buy food and then your time is up.

Inter-state travel and even inter-district travel is banned. The cops wait at all major crossroads to question why you are traveling outdoors or to fine you if you are not wearing a mask.

The medical community here is also complicit in genocide, lying about hospitals being full and turning away people with genuine illnesses, who need immediate care. They have even created a shortage of oxygen cylinders.

This is the classic Cult modus operandi played out in every country. Alisha said that people who would not have a PCR test not testing for the 'virus' were being denied hospital treatment. She said the people hit hardest were migrant workers and those in rural areas. Most businesses employed migrant workers and with everything closed there were no jobs, no income and no food. As a result millions were dying of starvation or malnutrition. All this was happening under Prime Minister Narendra Modi, a 100-percent asset of the Cult, and it emphasises yet again the scale of pure anti-human evil we are dealing with. Australia banned its people from returning home from India with penalties for trying to do so of up to five years in jail and a fine of £37,000. The manufactured 'Covid' crisis in India was being prepared to justify further fascism in the West. Obvious connections could be seen between the Indian 'vaccine' programme and increased 'cases' and this became a common theme. The Seychelles, the most per capita 'Covid vaccinated' population in the world, went back into lockdown after a 'surge of cases'.

Long ago the truly evil Monsanto agricultural biotechnology corporation with its big connections to Bill Gates devastated Indian farming with genetically-modified crops. Human rights activist Gurcharan Singh highlighted the efforts by the Indian government to complete the job by destroying the food supply to hundreds of millions with 'Covid' lockdowns. He said that 415 million people at the bottom of the disgusting caste system (still going whatever they say) were below the poverty line and struggled to feed themselves every year. Now the government was imposing lockdown at just the

time to destroy the harvest. This deliberate policy was leading to mass starvation. People may reel back at the suggestion that a government would do that, but Wetiko-controlled 'leaders' are capable of any level of evil. In fact what is described in India is in the process of being instigated worldwide. The food chain and food supply are being targeted at every level to cause world hunger and thus control. Bill Gates is not the biggest owner of farmland in America for no reason and destroying access to food aids both the depopulation agenda and the plan for synthetic 'food' already being funded into existence by Gates. Add to this the coming hyper-inflation from the suicidal creation of fake 'money' in response to 'Covid' and the breakdown of container shipping systems and you have a cocktail that can only lead one way and is meant to. The Cult plan is to crash the entire system to 'build back better' with the Great Reset.

## 'Vaccine' transmission

Reports from all over the world continue to emerge of women suffering menstrual and fertility problems after having the fake 'vaccine' and of the non-'vaccinated' having similar problems when interacting with the 'vaccinated'. There are far too many for 'coincidence' to be credible. We've had menopausal women getting periods, others having periods stop or not stopping for weeks, passing clots, sometimes the lining of the uterus, breast irregularities, and miscarriages (which increased by 400 percent in parts of the United States). Non-'vaccinated' men and children have suffered blood clots and nose bleeding after interaction with the 'vaccinated'. Babies have died from the effects of breast milk from a 'vaccinated' mother. Awake doctors – the small minority – speculated on the cause of non-'vaccinated' suffering the same effects as the 'vaccinated'. Was it nanotechnology in the synthetic substance transmitting frequencies or was it a straight chemical bioweapon that was being transmitted between people? I am not saying that some kind of chemical transmission is not one possible answer, but the foundation of all that the Cult does is frequency and

this is fertile ground for understanding how transmission can happen. American doctor Carrie Madej, an internal medicine physician and osteopath, has been practicing for the last 20 years, teaching medical students, and she says attending different meetings where the agenda for humanity was discussed. Madej, who operates out of Georgia, did not dismiss other possible forms of transmission, but she focused on frequency in search of an explanation for transmission. She said the Moderna and Pfizer 'vaccines' contained nano-lipid particles as a key component. This was a brand new technology never before used on humanity. 'They're using a nanotechnology which is pretty much little tiny computer bits … nanobots or hydrogel.' Inside the 'vaccines' was 'this sci-fi kind of substance' which suppressed immune checkpoints to get into the cell. I referred to this earlier as the 'Trojan horse' technique that tricks the cell into opening a gateway for the self-replicating synthetic material and while the immune system is artificially suppressed the body has no defences. Madej said the substance served many purposes including an on-demand ability to 'deliver the payload' and using the nano 'computer bits' as biosensors in the body. 'It actually has the ability to accumulate data from your body, like your breathing, your respiration, thoughts, emotions, all kinds of things.'

She said the technology obviously has the ability to operate through Wi-Fi and transmit and receive energy, messages, frequencies or impulses. 'Just imagine you're getting this new substance in you and it can react to things all around you, the 5G, your smart device, your phones.' We had something completely foreign in the human body that had never been launched large scale at a time when we were seeing 5G going into schools and hospitals (plus the Musk satellites) and she believed the 'vaccine' transmission had something to do with this: '… if these people have this inside of them … it can act like an antenna and actually transmit it outwardly as well.' The synthetic substance produced its own voltage and so it could have that kind of effect. This fits with my own contention that the nano receiver-transmitters are designed to connect people to the

Smart Grid and break the receiver-transmitter connection to expanded consciousness. That would explain the French energy healer's experience of the disconnection of body from 'soul' with those who have had the 'vaccine'. The nanobots, self-replicating inside the body, would also transmit the synthetic frequency which could be picked up through close interaction by those who have not been 'vaccinated'. Madej speculated that perhaps it was 5G and increased levels of other radiation that was causing the symptoms directly although interestingly she said that non-'vaccinated' patients had shown improvement when they were away from the 'vaccinated' person they had interacted with. It must be remembered that you can control frequency and energy with your mind and you can consciously create energetic barriers or bubbles with the mind to stop damaging frequencies from penetrating your field. American paediatrician Dr Larry Palevsky said the 'vaccine' was not a 'vaccine' and was never designed to protect from a 'viral' infection. He called it 'a massive, brilliant propaganda of genocide' because they didn't have to inject everyone to get the result they wanted. He said the content of the jabs was able to infuse any material into the brain, heart, lungs, kidneys, liver, sperm and female productive system. 'This is genocide; this is a weapon of mass destruction.' At the same time American colleges were banning students from attending if they didn't have this life-changing and potentially life-ending 'vaccine'. Class action lawsuits must follow when the consequences of this college fascism come to light. As the book was going to press came reports about fertility effects on sperm in 'vaccinated' men which would absolutely fit with what I have been saying and hospitals continued to fill with 'vaccine' reactions. Another question is what about transmission via blood transfusions? The NHS has extended blood donation restrictions from seven days after a 'Covid vaccination' to 28 days after even a sore arm reaction.

I said in the spring of 2020 that the then touted 'Covid vaccine' would be ongoing each year like the flu jab. A year later Pfizer CEO, the appalling Albert Bourla, said people would 'likely' need a 'booster dose' of the 'vaccine' within 12 months of getting 'fully

vaccinated' and then a yearly shot. 'Variants will play a key role', he said confirming the point. Johnson & Johnson CEO Alex Gorsky also took time out from his 'vaccine' disaster to say that people may need to be vaccinated against 'Covid-19' each year. UK Health Secretary, the psychopath Matt Hancock, said additional 'boosters' would be available in the autumn of 2021. This is the trap of the 'vaccine passport'. The public will have to accept every last 'vaccine' they introduce, including for the fake 'variants', or it would cease to be valid. The only other way in some cases would be continuous testing with a test not testing for the 'virus' and what is on the swabs constantly pushed up your noise towards the brain every time?

## 'Vaccines' changing behaviour

I mentioned in the body of the book how I believed we would see gathering behaviour changes in the 'vaccinated' and I am already hearing such comments from the non-'vaccinated' describing behaviour changes in friends, loved ones and work colleagues. This will only increase as the self-replicating synthetic material and nanoparticles expand in body and brain. An article in the *Guardian* in 2016 detailed research at the University of Virginia in Charlottesville which developed a new method for controlling brain circuits associated with complex animal behaviour. The method, dubbed 'magnetogenetics', involves genetically-engineering a protein called ferritin, which stores and releases iron, to create a magnetised substance – 'Magneto' – that can activate specific groups of nerve cells from a distance. This is claimed to be an advance on other methods of brain activity manipulation known as optogenetics and chemogenetics (the Cult has been developing methods of brain control for a long time). The ferritin technique is said to be non-invasive and able to activate neurons 'rapidly and reversibly'. In other words, human thought and perception. The article said that earlier studies revealed how nerve cell proteins 'activated by heat and mechanical pressure can be genetically engineered so that they become sensitive to radio waves and magnetic fields, by attaching them to an iron-storing protein called ferritin, or to inorganic

paramagnetic particles'. Sensitive to radio waves and magnetic fields? You mean like 5G, 6G and 7G? This is the human-AI Smart Grid hive mind we are talking about. The *Guardian* article said:

> … the researchers injected Magneto into the striatum of freely behaving mice, a deep brain structure containing dopamine-producing neurons that are involved in reward and motivation, and then placed the animals into an apparatus split into magnetised and non-magnetised sections.
>
> Mice expressing Magneto spent far more time in the magnetised areas than mice that did not, because activation of the protein caused the striatal neurons expressing it to release dopamine, so that the mice found being in those areas rewarding. This shows that Magneto can remotely control the firing of neurons deep within the brain, and also control complex behaviours.

Make no mistake this basic methodology will be part of the 'Covid vaccine' cocktail and using magnetics to change brain function through electromagnetic field frequency activation. The Pentagon is developing a 'Covid vaccine' using ferritin. Magnetics would explain changes in behaviour and why videos are appearing across the Internet as I write showing how magnets stick to the skin at the point of the 'vaccine' shot. Once people take these 'vaccines' anything becomes possible in terms of brain function and illness which will be blamed on 'Covid-19' and 'variants'. Magnetic field manipulation would further explain why the non-'vaccinated' are reporting the same symptoms as the 'vaccinated' they interact with and why those symptoms are reported to decrease when not in their company. Interestingly 'Magneto', a 'mutant', is a character in the Marvel Comic *X-Men* stories with the ability to manipulate magnetic fields and he believes that mutants should fight back against their human oppressors by any means necessary. The character was born Erik Lehnsherr to a Jewish family in Germany.

## Cult-controlled courts

The European Court of Human Rights opened the door for mandatory 'Covid-19 vaccines' across the continent when it ruled in a Czech Republic dispute over childhood immunisation that legally

enforced vaccination could be 'necessary in a democratic society'. The 17 judges decided that compulsory vaccinations did not breach human rights law. On the face of it the judgement was so inverted you gasp for air. If not having a vaccine infused into your body is not a human right then what is? Ah, but they said human rights law which has been specifically written to delete all human rights at the behest of the state (the Cult). Article 8 of the European Convention on Human Rights relates to the right to a private life. The crucial word here is *'except'*:

> There shall be no interference by a public authority with the exercise of this right EXCEPT such as is in accordance with the law and is necessary in a democratic society in the interests of national security, public safety or the economic wellbeing of the country, for the prevention of disorder or crime, for the protection of health or morals, or for the protection of the rights and freedoms of others [My emphasis].

No interference *except* in accordance with the law means there *are* no 'human rights' *except* what EU governments decide you can have at their behest. 'As is necessary in a democratic society' explains that reference in the judgement and 'in the interests of national security, public safety or the economic well-being of the country, for the prevention of disorder or crime, for the protection of health or morals, or for the protection of the rights and freedoms of others' gives the EU a coach and horses to ride through 'human rights' and scatter them in all directions. The judiciary is not a check and balance on government extremism; it is a vehicle to enforce it. This judgement was almost laughably predictable when the last thing the Cult wanted was a decision that went against mandatory vaccination. Judges rule over and over again to benefit the system of which they are a part. Vaccination disputes that come before them are invariably delivered in favour of doctors and authorities representing the view of the state which owns the judiciary. Oh, yes, and we have even had calls to stop putting 'Covid-19' on death certificates within 28 days of a 'positive test' because it is claimed the practice makes the 'vaccine' appear not to work. They are laughing at you.

The scale of madness, inhumanity and things to come was highlighted when those not 'vaccinated' for 'Covid' were refused evacuation from the Caribbean island of St Vincent during massive volcanic eruptions. Cruise ships taking residents to the safety of another island allowed only the 'vaccinated' to board and the rest were left to their fate. Even in life and death situations like this we see 'Covid' stripping people of their most basic human instincts and the insanity is even more extreme when you think that fake 'vaccine'-makers are not even claiming their body-manipulating concoctions stop 'infection' and 'transmission' of a 'virus' that doesn't exist. St Vincent Prime Minister Ralph Gonsalves said: 'The chief medical officer will be identifying the persons already vaccinated so that we can get them on the ship.' Note again the power of the chief medical officer who, like Whitty in the UK, will be answering to the World Health Organization. This is the Cult network structure that has overridden politicians who 'follow the science' which means doing what WHO-controlled 'medical officers' and 'science advisers' tell them. Gonsalves even said that residents who were 'vaccinated' after the order so they could board the ships would still be refused entry due to possible side effects such as 'wooziness in the head'. The good news is that if they were woozy enough in the head they could qualify to be prime minister of St Vincent.

## Microchipping freedom

The European judgement will be used at some point to justify moves to enforce the 'Covid' DNA-manipulating procedure. Sandra Ro, CEO of the Global Blockchain Business Council, told a World Economic Forum event that she hoped 'vaccine passports' would help to 'drive forced consent and standardisation' of global digital identity schemes: 'I'm hoping with the desire and global demand for some sort of vaccine passport – so that people can get travelling and working again – [it] will drive forced consent, standardisation, and frankly, cooperation across the world.' The lady is either not very bright, or thoroughly mendacious, to use the term 'forced consent'.

You do not 'consent' if you are forced – you *submit*. She was describing what the plan has been all along and that's to enforce a digital identity on every human without which they could not function. 'Vaccine passports' are opening the door and are far from the end goal. A digital identity would allow you to be tracked in everything you do in cyberspace and this is the same technique used by Cult-owned China to enforce its social credit system of total control. The ultimate 'passport' is planned to be a microchip as my books have warned for nearly 30 years. Those nice people at the Pentagon working for the Cult-controlled Defense Advanced Research Projects Agency (DARPA) claimed in April, 2021, they have developed a microchip inserted under the skin to detect 'asymptomatic Covid-19 infection' before it becomes an outbreak and a 'revolutionary filter' that can remove the 'virus' from the blood when attached to a dialysis machine. The only problems with this are that the 'virus' does not exist and people transmitting the 'virus' with no symptoms is brain-numbing bullshit. This is, of course, not a ruse to get people to be microchipped for very different reasons. DARPA also said it was producing a one-stop 'vaccine' for the 'virus' and all 'variants'. One of the most sinister organisations on Planet Earth is doing this? Better have it then. These people are insane because Wetiko that possesses them is insane.

Researchers from the Salk Institute in California announced they have created an embryo that is part human and part monkey. My books going back to the 1990s have exposed experiments in top secret underground facilities in the United States where humans are being crossed with animal and non-human 'extraterrestrial' species. They are now easing that long-developed capability into the public arena and there is much more to come given we are dealing with psychiatric basket cases. Talking of which – Elon Musk's scientists at Neuralink trained a monkey to play Pong and other puzzles on a computer screen using a joystick and when the monkey made the correct move a metal tube squirted banana smoothie into his mouth which is the basic technique for training humans into unquestioning compliance. Two Neuralink chips were in the monkey's skull and

more than 2,000 wires 'fanned out' into its brain. Eventually the monkey played a video game purely with its brain waves. Psychopathic narcissist Musk said the 'breakthrough' was a step towards putting Neuralink chips into human skulls and merging minds with artificial intelligence. *Exactly*. This man is so dark and Cult to his DNA.

## World Economic Fascism (WEF)

The World Economic Forum is telling you the plan by the statements made at its many and various events. Cult-owned fascist YouTube CEO Susan Wojcicki spoke at the 2021 WEF Global Technology Governance Summit (see the name) in which 40 governments and 150 companies met to ensure 'the responsible design and deployment of emerging technologies'. Orwellian translation: 'Ensuring the design and deployment of long-planned technologies will advance the Cult agenda for control and censorship.' Freedom-destroyer and Nuremberg-bound Wojcicki expressed support for tech platforms like hers to censor content that is 'technically legal but could be harmful'. Who decides what is 'harmful'? She does and they do. 'Harmful' will be whatever the Cult doesn't want people to see and we have legislation proposed by the UK government that would censor content on the basis of 'harm' no matter if the information is fair, legal and provably true. Make that *especially* if it is fair, legal and provably true. Wojcicki called for a global coalition to be formed to enforce content moderation standards through automated censorship. This is a woman and mega-censor so self-deluded that she shamelessly accepted a 'free expression' award – *Wojcicki* – in an event sponsored by her own *YouTube*. They have no shame and no self-awareness.

You know that 'Covid' is a scam and Wojcicki a Cult operative when YouTube is censoring medical and scientific opinion purely on the grounds of whether it supports or opposes the Cult 'Covid' narrative. Florida governor Ron DeSantis compiled an expert panel with four professors of medicine from Harvard, Oxford, and Stanford Universities who spoke against forcing children and

vaccinated people to wear masks. They also said there was no proof that lockdowns reduced spread or death rates of 'Covid-19'. Cult-gofer Wojcicki and her YouTube deleted the panel video 'because it included content that contradicts the consensus of local and global health authorities regarding the efficacy of masks to prevent the spread of Covid-19'. This 'consensus' refers to what the Cult tells the World Health Organization to say and the WHO tells 'local health authorities' to do. Wojcicki knows this, of course. The panellists pointed out that censorship of scientific debate was responsible for deaths from many causes, but Wojcicki couldn't care less. She would not dare go against what she is told and as a disgrace to humanity she wouldn't want to anyway. The UK government is seeking to pass a fascist 'Online Safety Bill' to specifically target with massive fines and other means non-censored video and social media platforms to make them censor 'lawful but harmful' content like the Cult-owned Facebook, Twitter, Google and YouTube. What is 'lawful but harmful' would be decided by the fascist Blair-created Ofcom.

Another WEF obsession is a cyber-attack on the financial system and this is clearly what the Cult has planned to take down the bank accounts of everyone – except theirs. Those that think they have enough money for the Cult agenda not to matter to them have got a big lesson coming if they continue to ignore what is staring them in the face. The World Economic Forum, funded by Gates and fronted by Klaus Schwab, announced it would be running a 'simulation' with the Russian government and global banks of just such an attack called Cyber Polygon 2021. What they simulate – as with the 'Covid' Event 201 – they plan to instigate. The WEF is involved in a project with the Cult-owned Carnegie Endowment for International Peace called the WEF-Carnegie Cyber Policy Initiative which seeks to merge Wall Street banks, 'regulators' (I love it) and intelligence agencies to 'prevent' (arrange and allow) a cyber-attack that would bring down the global financial system as long planned by those that control the WEF and the Carnegie operation. The Carnegie Endowment for International Peace sent an instruction to First World

War US President Woodrow Wilson not to let the war end before society had been irreversibly transformed.

## The Wuhan lab diversion

As I close, the Cult-controlled authorities and lapdog media are systematically pushing 'the virus was released from the Wuhan lab' narrative. There are two versions – it happened by accident and it happened on purpose. Both are nonsense. The perceived existence of the never-shown-to-exist 'virus' is vital to sell the impression that there is actually an infective agent to deal with and to allow the endless potential for terrifying the population with 'variants' of a 'virus' that does not exist. The authorities at the time of writing are going with the 'by accident' while the alternative media is promoting the 'on purpose'. Cable news host Tucker Carlson who has questioned aspects of lockdown and 'vaccine' compulsion has bought the Wuhan lab story. 'Everyone now agrees' he said. Well, I don't and many others don't and the question is *why* does the system and its media suddenly 'agree'? When the media moves as one unit with a narrative it is always a lie – witness the hour by hour mendacity of the 'Covid' era. Why would this Cult-owned combination which has unleashed lies like machine gun fire suddenly 'agree' to tell the truth??

Much of the alternative media is buying the lie because it fits the conspiracy narrative, but it's the *wrong* conspiracy. The real conspiracy is that *there is no virus* and that is what the Cult is desperate to hide. The idea that the 'virus' was released by accident is ludicrous when the whole 'Covid' hoax was clearly long-planned and waiting to be played out as it was so fast in accordance with the Rockefeller document and Event 201. So they prepared everything in detail over decades and then sat around strumming their fingers waiting for an 'accidental' release from a bio-lab? *What??* It's crazy. Then there's the 'on purpose' claim. You want to circulate a 'deadly virus' and hide the fact that you've done so and you release it down the street from the highest-level bio-lab in China? I repeat – *What??*

You would release it far from that lab to stop any association being made. But, no, we'll do it in a place where the connection was certain to be made. Why would you need to scam 'cases' and 'deaths' and pay hospitals to diagnose 'Covid-19' if you had a real 'virus'? What are sections of the alternative media doing believing this crap? Where were all the mass deaths in Wuhan from a 'deadly pathogen' when the recovery to normal life after the initial propaganda was dramatic in speed? Why isn't the 'deadly pathogen' now circulating all over China with bodies in the street? Once again we have the technique of tell them what they want to hear and they will likely believe it. The alternative media has its 'conspiracy' and with Carlson it fits with his 'China is the danger' narrative over years. China *is* a danger as a global Cult operations centre, but not for this reason. The Wuhan lab story also has the potential to instigate conflict with China when at some stage the plan is to trigger a Problem-Reaction-Solution confrontation with the West. Question everything – *everything* – and especially when the media agrees on a common party line.

## Third wave ... fourth wave ... fifth wave ...

As the book went into production the world was being set up for more lockdowns and a 'third wave' supported by invented 'variants' that were increasing all the time and will continue to do so in public statements and computer programs, but not in reality. India became the new Italy in the 'Covid' propaganda campaign and we were told to be frightened of the new 'Indian strain'. Somehow I couldn't find it within myself to do so. A document produced for the UK government entitled 'Summary of further modelling of easing of restrictions – Roadmap Step 2' declared that a third wave was inevitable (of course when it's in the script) and it would be the fault of children and those who refuse the health-destroying fake 'Covid vaccine'. One of the computer models involved came from the Cult-owned *Imperial College* and the other from Warwick University which I wouldn't trust to tell me the date in a calendar factory. The document states that both models presumed extremely high uptake

of the 'Covid vaccines' and didn't allow for 'variants'. The document states: 'The resurgence is a result of some people (mostly children) being ineligible for vaccination; others choosing not to receive the vaccine; and others being vaccinated but not perfectly protected.' The mendacity takes the breath away. Okay, blame those with a brain who won't take the DNA-modifying shots and put more pressure on children to have it as 'trials' were underway involving children as young as six months with parents who give insanity a bad name. Massive pressure is being put on the young to have the fake 'vaccine' and child age consent limits have been systematically lowered around the world to stop parents intervening. Most extraordinary about the document was its claim that the 'third wave' would be driven by 'the resurgence in both hospitalisations and deaths … dominated by *those that have received two doses of the vaccine*, comprising around 60-70% of the wave respectively'. The predicted peak of the 'third wave' suggested 300 deaths per day with 250 of them *fully 'vaccinated' people*. How many more lies do acquiescers need to be told before they see the obvious? Those who took the jab to 'protect themselves' are projected to be those who mostly get sick and die? So what's in the 'vaccine'? The document went on:

> It is possible that a summer of low prevalence could be followed by substantial increases in incidence over the following autumn and winter. Low prevalence in late summer should not be taken as an indication that SARS-CoV-2 has retreated or that the population has high enough levels of immunity to prevent another wave.

They are telling you the script and while many British people believed 'Covid' restrictions would end in the summer of 2021 the government was preparing for them to be ongoing. Authorities were awarding contracts for 'Covid marshals' to police the restrictions with contracts starting in July, 2021, and going through to January 31st, 2022, and the government was advertising for 'Media Buying Services' to secure media propaganda slots worth a potential £320 million for 'Covid-19 campaigns' with a contract not ending until March, 2022. The recipient – via a list of other front companies – was reported to be American media marketing giant Omnicom Group

Inc. While money is no object for 'Covid' the UK waiting list for all other treatment – including life-threatening conditions – passed 4.5 million. Meantime the Cult is seeking to control all official 'inquiries' to block revelations about what has really been happening and why. It must not be allowed to – we need Nuremberg jury trials in every country. The cover-up doesn't get more obvious than appointing ultra-Zionist professor Philip Zelikow to oversee two dozen US virologists, public health officials, clinicians, former government officials and four American 'charitable foundations' to 'learn the lessons' of the 'Covid' debacle. The personnel will be those that created and perpetuated the 'Covid' lies while Zelikow is the former executive director of the 9/11 Commission who ensured that the truth about those attacks never came out and produced a report that must be among the most mendacious and manipulative documents ever written – see *The Trigger* for the detailed exposure of the almost unimaginable 9/11 story in which Sabbatians can be found at every level.

## Passive no more

People are increasingly challenging the authorities with amazing numbers of people taking to the streets in London well beyond the ability of the Face-Nappies to stop them. Instead the Nappies choose situations away from the mass crowds to target, intimidate, and seek to promote the impression of 'violent protestors'. One such incident happened in London's Hyde Park. Hundreds of thousands walking through the streets in protest against 'Covid' fascism were ignored by the Cult-owned BBC and most of the rest of the mainstream media, but they delighted in reporting how police were injured in 'clashes with protestors'. The truth was that a group of people gathered in Hyde Park at the end of one march when most had gone home and they were peacefully having a good time with music and chat. Face-Nappies who couldn't deal with the full-march crowd then waded in with their batons and got more than they bargained for. Instead of just standing for this criminal brutality the crowd used their numerical superiority to push the Face-Nappies out of the

park. Eventually the Nappies turned and ran. Unfortunately two or three idiots in the crowd threw drink cans striking two officers which gave the media and the government the image they wanted to discredit the 99.9999 percent who were peaceful. The idiots walked straight into the trap and we must always be aware of potential agent provocateurs used by the authorities to discredit their targets.

This response from the crowd – the can people apart – must be a turning point when the public no longer stand by while the innocent are arrested and brutally attacked by the Face-Nappies. That doesn't mean to be violent, that's the last thing we need. We'll leave the violence to the Face-Nappies and government. But it does mean that when the Face-Nappies use violence against peaceful people the numerical superiority is employed to stop them and make citizen's arrests or Common Law arrests for a breach of the peace. The time for being passive in the face of fascism is over.

We are the many, they are the few, and we need to make that count before there is no freedom left and our children and grandchildren face an ongoing fascist nightmare.

*COME ON PEOPLE* – IT'S TIME.

**One final thought …**

The power of love
A force from above
Cleaning my soul
Flame on burn desire
Love with tongues of fire
Purge the soul
Make love your goal

I'll protect you from the hooded claw
Keep the vampires from your door
When the chips are down I'll be around
With my undying, death-defying
Love for you

Envy will hurt itself
Let yourself be beautiful
Sparkling love, flowers
And pearls and pretty girls
Love is like an energy
Rushin' rushin' inside of me

This time we go sublime
Lovers entwine, divine, divine,
Love is danger, love is pleasure
Love is pure – the only treasure

I'm so in love with you
Purge the soul
Make love your goal

The power of love
A force from above
Cleaning my soul
The power of love
A force from above
A sky-scraping dove

Flame on burn desire
Love with tongues of fire
Purge the soul
Make love your goal

**Frankie Goes To Hollywood**

# APPENDIX

# Cowan-Kaufman-Morell Statement on Virus Isolation (SOVI)

***Isolation: The action of isolating; the fact or condition of being isolated or standing alone; separation from other things or persons; solitariness***
**Oxford English Dictionary**

The controversy over whether the SARS-CoV-2 virus has ever been isolated or purified continues. However, using the above definition, common sense, the laws of logic and the dictates of science, any unbiased person must come to the conclusion that the SARS-CoV-2 virus has never been isolated or purified. As a result, no confirmation of the virus' existence can be found. The logical, common sense, and scientific consequences of this fact are:

- the structure and composition of something not shown to exist can't be known, including the presence, structure, and function of any hypothetical spike or other proteins;
- the genetic sequence of something that has never been found can't be known;
- "variants" of something that hasn't been shown to exist can't be known;
- it's impossible to demonstrate that SARS-CoV-2 causes a disease called Covid-19.

In as concise terms as possible, here's the proper way to isolate, characterize and demonstrate a new virus. First, one takes samples (blood, sputum, secretions) from many people (e.g. 500) with symptoms which are unique and specific enough to characterize an illness. Without mixing these samples with ANY tissue or products that also contain genetic material, the virologist macerates, filters and ultracentrifuges i.e. *purifies* the specimen. This common virology technique, done for decades to isolate bacteriophages[1] and so-called giant viruses in every virology lab, then allows the virologist to demonstrate with electron microscopy thousands of identically sized and shaped particles. These particles are the isolated and purified virus.

These identical particles are then checked for uniformity by physical and/or microscopic techniques. Once the purity is determined, the particles may be further characterized. This would include examining the structure, morphology, and chemical composition of the particles. Next, their genetic makeup is characterized by extracting the genetic material directly from the purified particles and using genetic-sequencing techniques, such as Sanger sequencing, that have also been around for decades. Then one does an analysis to confirm that these uniform particles are exogenous (outside) in origin as a virus is conceptualized to be, and not the normal breakdown products of dead and dying tissues.[2] (As of May 2020, we know that virologists have no way to determine whether the particles they're seeing are viruses or just normal breakdown products of dead and dying tissues.)[3]

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1 Isolation, characterization and analysis of bacteriophages from the haloalkaline lake Elmenteita, KenyaJuliah Khayeli Akhwale et al, PLOS One, Published: April 25, 2019. https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0215734 – accessed 2/15/21

2 "Extracellular Vesicles Derived From Apoptotic Cells: An Essential Link Between Death and Regeneration," Maojiao Li1 et al, Frontiers in Cell and Developmental Biology, 2020 October 2. https://www.frontiersin.org/articles/10.3389/fcell.2020.573511/full – accessed 2/15/21

3 "The Role of Extraellular Vesicles as Allies of HIV, HCV and SARS Viruses," Flavia Giannessi, et al, Viruses, 2020 May

If we have come this far then we have fully isolated, characterized, and genetically sequenced an exogenous virus particle. However, we still have to show it is causally related to a disease. This is carried out by exposing a group of healthy subjects (animals are usually used) to this isolated, purified virus in the manner in which the disease is thought to be transmitted. If the animals get sick with the same disease, as confirmed by clinical and autopsy findings, one has now shown that the virus actually causes a disease. This demonstrates infectivity and transmission of an infectious agent.

None of these steps has even been attempted with the SARS-CoV-2 virus, nor have all these steps been successfully performed for any so-called pathogenic virus. Our research indicates that a single study showing these steps does not exist in the medical literature.

Instead, since 1954, virologists have taken unpurified samples from a relatively few people, often less than ten, with a similar disease. They then minimally process this sample and inoculate this unpurified sample onto tissue culture containing usually four to six other types of material – all of which contain identical genetic material as to what is called a "virus." The tissue culture is starved and poisoned and naturally disintegrates into many types of particles, some of which contain genetic material. Against all common sense, logic, use of the English language and scientific integrity, this process is called "virus isolation." This brew containing fragments of genetic material from many sources is then subjected to genetic analysis, which then creates in a computer-simulation process the alleged sequence of the alleged virus, a so called in silico genome. At no time is an actual virus confirmed by electron microscopy. At no time is a genome extracted and sequenced from an actual virus. This is scientific fraud.

The observation that the unpurified specimen — inoculated onto tissue culture along with toxic antibiotics, bovine fetal tissue, amniotic fluid and other tissues — destroys the kidney tissue onto which it is inoculated is given as evidence of the virus' existence and pathogenicity. This is scientific fraud.

From now on, when anyone gives you a paper that suggests the SARS-CoV-2 virus has been isolated, please check the methods sections. If the researchers used Vero cells or any other culture method, you know that their process was not isolation. You will hear the following excuses for why actual isolation isn't done:

1. There were not enough virus particles found in samples from patients to analyze.

2. Viruses are intracellular parasites; they can't be found outside the cell in this manner.

If No. 1 is correct, and we can't find the virus in the sputum of sick people, then on what evidence do we think the virus is dangerous or even lethal? If No. 2 is correct, then how is the virus spread from person to person? We are told it emerges from the cell to infect others. Then why isn't it possible to find it?

Finally, questioning these virology techniques and conclusions is not some distraction or divisive issue. Shining the light on this truth is essential to stop this terrible fraud that humanity is confronting. For, as we now know, if the virus has never been isolated, sequenced or shown to cause illness, if the virus is imaginary, then why are we wearing masks, social distancing and putting the whole world into prison?

Finally, if pathogenic viruses don't exist, then what is going into those injectable devices erroneously called "vaccines," and what is their purpose? This scientific question is the most urgent and relevant one of our time.

We are correct. The SARS-CoV2 virus does not exist.

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# Index

## A

**abusive relationships**
blaming themselves, abused as ref1
children ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10
conspiracy theories ref1
domestic abuse ref1, ref2
economic abuse and dependency ref1
isolation ref1
physical abuse ref1
psychological abuse ref1
signs of abuse ref1
**addiction**
alcoholism ref1
frequencies ref1
substance abuse ref1, ref2
technology ref1, ref2, ref3
**Adelson, Sheldon** ref1, ref2, ref3
**Agenda 21/Agenda 2030 (UN)** ref1, ref2, ref3, ref4
**AIDs/HIV** ref1
**causal link between HIV and AIDs** ref1, ref2
retroviruses ref1
testing ref1, ref2
trial-run for Covid-19, as ref1, ref2
**aliens/extraterrestrials** ref1, ref2
**aluminium** ref1
**Amazon** ref1, ref2, ref3

**amplification cycles** ref1, ref2
**anaphylactic shock** ref1, ref2, ref3, ref4
**animals** ref1, ref2, ref3
**antibodies** ref1, ref2, ref3, ref4, ref5
**Antifa** ref1, ref2, ref3, ref4
**antigens** ref1, ref2
**anti-Semitism** ref1, ref2, ref3
**Archons** ref1, ref2
  consciousness ref1, ref2, ref3
  energy ref1, ref2, ref3
  ennoia ref1
  genetic manipulation ref1, ref2
  inversion ref1, ref2, ref3
  lockdowns ref1
  money ref1
  radiation ref1
  religion ref1, ref2
  technology ref1, ref2, ref3
  Wetiko factor ref1, ref2, ref3, ref4
**artificial intelligence (AI)** ref1
**army made up of robots** ref1, ref2
  Human 2.0 ref1, ref2
  Internet ref1
  MHRA ref1
  Morgellons fibres ref1, ref2
  Smart Grid ref1
  Wetiko factor ref1
**asymptomatic, Covid-19** as ref1, ref2, ref3
**aviation industry** ref1

## B

**banking, finance and money** ref1, ref2, ref3
2008 crisis ref1, ref2
boom and bust ref1
cashless digital money systems ref1
central banks ref1
credit ref1
digital currency ref1
fractional reserve lending ref1
Great Reset ref1
guaranteed income ref1, ref2, ref3
Human 2.0 ref1
incomes, destruction of ref1, ref2
interest ref1
one per cent ref1, ref2
scams ref1
**BBC** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
**Becker-Phelps, Leslie** ref1
**Behavioural Insights Team (BIT) (Nudge Unit)** ref1, ref2, ref3
**behavioural scientists** *and* **psychologists, advice from** ref1, ref2
**Bezos, Jeff** ref1, ref2, ref3, ref4
**Biden, Hunter** ref1
**Biden, Joe** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10, ref11, ref12, ref13, ref14, ref15, ref16, ref17
**Big Pharma**
cholesterol ref1
health professionals ref1, ref2
immunity from prosecution in US ref1
vaccines ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
Wetiko factor ref1, ref2
WHO ref1, ref2, ref3
**Bill and Melinda Gates Foundation** ref1, ref2, ref3, ref4, ref5, ref6, ref7

**billionaires** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9 ref10, ref11
**bird flu (H5N1)** ref1
**Black Lives Matter (BLM)** ref1, ref2, ref3, ref4, ref5
**Blair, Tony** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**Brin, Sergei** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**British Empire** ref1
**Bush, George HW** ref1, ref2
**Bush, George W** ref1, ref2, ref3, ref4
**Byrd, Robert** ref1

## C

**Canada**
- Global Cult ref1
- hate speech ref1
- internment ref1
- masks ref1
- old people ref1
- SARS-COV-2 ref1
- satellites ref1
- vaccines ref1
- wearable technology ref1

**Capitol Hill riot** ref1, ref2
- agents provocateur ref1
- Antifa ref1
- Black Lives Matter (BLM) ref1, ref2
- QAnon ref1
- security precautions, lack of ref1, ref2, ref3

**carbon dioxide** ref1, ref2
**care homes, deaths in** ref1, ref2
**cashless digital money systems** ref1
**censorship** ref1, ref2, ref3, ref4, ref5

fact-checkers ref1
masks ref1
media ref1, ref2
private messages ref1
social media ref1, ref2, ref3, ref4, ref5, ref6
transgender persons ref1
vaccines ref1, ref2, ref3
Wokeness ref1
**Centers for Disease Control (CDC)** (United States) ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10, ref11, ref12, ref13
**centralisation** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
**chakras** ref1
**change agents** ref1, ref2, ref3
**chemtrails** ref1, ref2, ref3
**chief medical officers and scientific advisers** ref1, ref2, ref3, ref4, ref5, ref6
**children** *see also* **young people**
abuse ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10
care, taken into ref1, ref2, ref3
education ref1, ref2, ref3, ref4
energy ref1
family courts ref1
hand sanitisers ref1
human sacrifice ref1
lockdowns ref1, ref2, ref3
masks ref1, ref2, ref3, ref4, ref5
mental health ref1
old people ref1
parents, replacement of ref1, ref2
Psyop (psychological operation), Covid as a ref1, ref2
reframing ref1
smartphone addiction ref1

social distancing and isolation ref1
social media ref1
transgender persons ref1, ref2
United States ref1
vaccines ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10
Wetiko factor ref1
**China** ref1, ref2, ref3, ref4
anal swab tests ref1
**Chinese Revolution** ref1, ref2, ref3
digital currency ref1
Global Cult ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9
guaranteed income ref1
Imperial College ref1
Israel ref1
lockdown ref1, ref2
masculinity crisis ref1
masks ref1
media ref1
origins of virus in China ref1, ref2, ref3, ref4, ref5
pollution causing respiratory diseases ref1
Sabbatians ref1, ref2
Smart Grid ref1, ref2
social credit system ref1
testing ref1, ref2
United States ref1, ref2
vaccines ref1, ref2
Wetiko factor ref1
wet market conspiracy ref1
Wuhan ref1, ref2, ref3, ref4, ref5, ref6, ref7
**cholesterol** ref1, ref2
**Christianity** ref1, ref2, ref3, ref4, ref5
criticism ref1
cross, inversion of the ref1

Nag Hammadi texts ref1, ref2, ref3
Roman Catholic Church ref1, ref2
Sabbatians ref1, ref2
Satan ref1, ref2, ref3, ref4
Wokeness ref1
**class** ref1, ref2
**climate change hoax** ref1, ref2, ref3, ref4, ref5
Agenda 21/Agenda 2030 ref1, ref2, ref3
carbon dioxide ref1, ref2
Club of Rome ref1, ref2, ref3, ref4, ref5
fear ref1
funding ref1
Global Cult ref1
green new deals ref1
green parties ref1
inversion ref1
perception, control of ref1
PICC ref1
reframing ref1
temperature, increases in ref1
United Nations ref1, ref2
Wikipedia ref1
Wokeness ref1, ref2
**Clinton, Bill** ref1, ref2, ref3, ref4, ref5, ref6
**Clinton, Hillary** ref1, ref2, ref3
**the cloud** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**Club of Rome and climate change hoax** ref1, ref2, ref3, ref4, ref5
**cognitive therapy** ref1
**Cohn, Roy** ref1
**Common Law** ref1
Admiralty Law ref1
arrests ref1, ref2

contractual law, Statute Law as ref1
corporate entities, people as ref1
legalese ref1
sea, law of the ref1
Statute Law ref1
**Common Purpose leadership programme** ref1, ref2
**communism** ref1, ref2
**co-morbidities** ref1
**computer-generated virus,**
**Covid-19** as ref1, ref2, ref3
**computer models** ref1, ref2, ref3, ref4, ref5
**connections** ref1, ref2, ref3, ref4
**consciousness** ref1, ref2, ref3, ref4
Archons ref1, ref2, ref3
expanded ref1, ref2, ref3, ref4, ref5, ref6, ref7
experience ref1
heart ref1
infinity ref1, ref2
religion ref1, ref2
self-identity ref1
simulation thesis ref1
vaccines ref1
Wetiko factor ref1, ref2
**conspiracy theorists** ref1, ref2, ref3, ref4, ref5
**contradictory rules** ref1
**contrails** ref1
**Corman-Drosten test** ref1, ref2, ref3, ref4
**countermimicry** ref1, ref2, ref3
**Covid-19 vaccines** *see* vaccines
**Covidiots** ref1, ref2
**Cowan, Tom** ref1, ref2, ref3, ref4
**crimes against humanity** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8

**cyber-operations** ref1
**cyberwarfare** ref1

## D

**DARPA (Defense Advanced Research Projects Agency)** ref1
**deaths**
  care homes ref1
  certificates ref1, ref2, ref3, ref4
  mortality rate ref1
  post-mortems/autopsies ref1
  recording ref1, ref2, ref3, ref4, ref5, ref6, ref7
  vaccines ref1, ref2, ref3, ref4, ref5
**deceit**
  pyramid of deceit ref1, ref2
  sequence of deceit ref1
**decoding** ref1, ref2, ref3
**dehumanisation** ref1, ref2, ref3
**Delphi technique** ref1
**democracy** ref1
**dependency** ref1, ref2, ref3, ref4, ref5
**Descartes, René** ref1
**DNA**
  numbers ref1
  vaccines ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10
**DNR** (do not resuscitate)
  orders ref1
**domestic abuse** ref1, ref2
**downgrading of Covid-19** ref1
**Drosten, Christian** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**Duesberg, Peter** ref1, ref2

## E

**economic abuse** ref1
**Edmunds, John** ref1, ref2
**education** ref1, ref2, ref3, ref4
**electromagnetic spectrum** ref1, ref2
**Enders, John** ref1
**energy**
  Archons ref1, ref2, ref3
  children and young people ref1
  consciousness ref1
  decoding ref1
  frequencies ref1, ref2, ref3, ref4
  heart ref1
  human energy field ref1
  source, humans as an energy ref1, ref2
  vaccines ref1
  viruses ref1
**ennoia** ref1
**Epstein, Jeffrey** ref1, ref2
**eternal 'I'** ref1, ref2
**ethylene oxide** ref1
**European Union** ref1, ref2, ref3, ref4
**Event ref1** *and* **Bill Gates** ref2
**exosomes**, Covid-19 as natural defence mechanism called ref1
**experience** ref1, ref2
**Extinction Rebellion** ref1, ref2

## F

**Facebook**
  addiction ref1, 448–50
  Facebook

Archons ref1
censorship ref1, ref2, ref3
hate speech ref1
monopoly, as ref1
private messages, censorship of ref1
Sabbatians ref1
United States election fraud ref1
vaccines ref1
Wetiko factor ref1
**fact-checkers** ref1
**Fauci, Anthony** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10, ref11, ref12
**fear** ref1, ref2, ref3, ref4
climate change ref1
computer models ref1
conspiracy theories ref1
empty hospitals ref1
Italy ref1, ref2, ref3
lockdowns ref1, ref2, ref3, ref4
masks ref1, ref2
media ref1, ref2
medical staff ref1
Psyop (psychological operation), Covid as a ref1
Wetiko factor ref1, ref2
**female infertility** ref1
**Fermi Paradox** ref1
**Ferguson, Neil** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**fertility, decline in** ref1
**The Field** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
**finance** *see* **banking, finance and money**
**five-senses** ref1, ref2
Archons ref1, ref2, ref3

censorship ref1
consciousness, expansion of ref1, ref2, ref3, ref4, ref5, ref6
decoding ref1
education ref1, ref2
the Field ref1, ref2
God, personification of ref1
infinity ref1, ref2
media ref1
paranormal ref1
perceptual programming ref1, ref2
Phantom Self ref1
pneuma not nous, using ref1
reincarnation ref1
self-identity ref1
Wetiko factor ref1, ref2, ref3, ref4, ref5, ref6
**5G** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
**Floyd, George and protests, killing** of ref1
**flu, re-labelling of** ref1, ref2, ref3
**food and water, control of** ref1, ref2
**Freemasons** ref1, ref2, ref3, ref4, ref5, ref6
**Frei, Rosemary** ref1
**frequencies**
addictions ref1
Archons ref1, ref2, ref3
awareness ref1
chanting and mantras ref1
consciousness ref1
decoding ref1, ref2
education ref1
electromagnetic (EMF) frequencies ref1
energy ref1, ref2, ref3, ref4
fear ref1

the Field ref1, ref2 5G ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10
five-senses ref1, ref2
ghosts ref1
Gnostics ref1
hive-minds ref1
human, meaning of ref1
light ref1, ref2
love ref1, ref2
magnetism ref1
perception ref1
reality ref1, ref2, ref3
simulation ref1
terror ref1
vaccines ref1
Wetiko ref1, ref2, ref3
**Fuellmich, Reiner** ref1, ref2, ref3
**furlough/rescue payments** ref1

## G

**Gallo, Robert** ref1, ref2, ref3
**Gates, Bill**
Archons ref1, ref2, ref3
climate change ref1, ref2, ref3, ref4
Daily Pass tracking system ref1
Epstein ref1
fascism ref1
five senses ref1
GAVI ref1
Great Reset ref1
GSK ref1
Imperial College ref1, ref2
Johns Hopkins University ref1, ref2, ref3

lockdowns ref1, ref2
masks ref1
Nuremberg trial, proposal for ref1, ref2
Rockefellers ref1, ref2
social distancing and isolation ref1
Sun, dimming the ref1
synthetic meat ref1, ref2
vaccines ref1, ref2, ref3, ref4, ref5, ref6, ref7
Wellcome Trust ref1
Wetiko factor ref1, ref2, ref3
WHO ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10
Wokeness ref1
World Economic Forum ref1, ref2, ref3, ref4
**Gates, Melinda** ref1, ref2, ref3
**GAVI vaccine alliance** ref1
**genetics, manipulation of** ref1, ref2, ref3
**Germany** ref1, ref2, ref3, ref4, ref5, ref6 *see also* **Nazi Germany**
**Global Cult** ref1, ref2, ref3, ref4, ref5
anti-human, why Global Cult is ref1
Black Lives Matter (BLM) ref1, ref2, ref3, ref4
China ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9
climate change hoax ref1
contradictory rules ref1
Covid-19 ref1, ref2, ref3
fascism ref1
geographical origins ref1
immigration ref1
Internet ref1
mainstream media ref1, ref2
masks ref1, ref2
monarchy ref1
non-human dimension ref1

perception ref1
political parties ref1, ref2
pyramidal hierarchy ref1, ref2, ref3
reframing ref1
Sabbantian-Frankism ref1, ref2
science, manipulation of ref1
spider and the web ref1
transgender persons ref1
vaccines ref1
who controls the Cult ref1
Wokeness ref1, ref2, ref3, ref4
**globalisation** ref1, ref2
**Gnostics** ref1, ref2, ref3, ref4, ref5
**Google** ref1, ref2, ref3, ref4
**government**
behavioural scientists and psychologists, advice from ref1, ref2
definition ref1
Joint Biosecurity Centre (JBC) ref1
people, abusive relationship with ref1
**Great Reset** ref1, ref2, ref3, ref4, ref5, ref6
fascism ref1, ref2, ref3
financial system ref1
Human 2.0 ref1
water and food, control of ref1
**green parties** ref1
**Griesz-Brisson, Margarite** ref1
**guaranteed income** ref1, ref2, ref3

## H

**Hancock, Matt** ref1, ref2, ref3, ref4, ref5
**hand sanitisers** ref1
**heart** ref1, ref2

**hive-minds/groupthink** ref1, ref2, ref3
**holographs** ref1, ref2, ref3, ref4
**hospitals, empty** ref1
**human, meaning of** ref1
**Human 2.0** ref1
addiction to technology ref1
artificial intelligence (AI) ref1, ref2
elimination of Human 1.0 ref1
fertility, decline in ref1
Great Reset ref1
implantables ref1
money ref1
mRNA ref1
nanotechnology ref1
parents, replacement of ref1, ref2
Smart Grid, connection to ref1, ref2
synthetic biology ref1, ref2, ref3, ref4
testosterone levels, decrease in ref1
transgender = transhumanism ref1, ref2, ref3
vaccines ref1, ref2, ref3, ref4
**human sacrifice** ref1, ref2, ref3
**Hunger Games Society** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**Huxley, Aldous** ref1, ref2, ref3

## I

**identity politics** ref1, ref2, ref3
**Illuminati** ref1, ref2
**illusory physical reality** ref1
**immigration** ref1, ref2, ref3, ref4
**Imperial College** ref1, ref2, ref3, ref4, ref5, ref6
**implantables** ref1, ref2

**incomes, destruction of** ref1, ref2
**Infinite Awareness** ref1, ref2, ref3, ref4
**Internet** ref1, ref2 *see also* social media
artificial intelligence (AI) ref1
independent journalism, lack of ref1
Internet of Bodies (IoB) ref1
**Internet of Everything (IoE)** ref1, ref2
**Internet of Things (IoT)** ref1, ref2
**lockdowns** ref1
Psyop (psychological operation), Covid as a ref1
trolls ref1
**intersectionality** ref1
**inversion**
Archons ref1, ref2, ref3
climate change hoax ref1
energy ref1
Judaism ref1, ref2, ref3
symbolism ref1
Wetiko factor ref1
Wokeness ref1, ref2, ref3
**Islam**
Archons ref1
crypto-Jews ref1
Islamic State ref1, ref2
Jinn and Djinn ref1, ref2, ref3
Ottoman Empire ref1
Wahhabism ref1
**isolation** *see* **social distancing** *and* **isolation**
**Israel**
China ref1
Cyber Intelligence Unit Beersheba complex ref1
expansion of illegal settlements ref1

formation ref1
Global Cult ref1
Judaism ref1, ref2, ref3, ref4, ref5
medical experiments, consent for ref1
Mossad ref1, ref2, ref3, ref4
Palestine-Israel conflict ref1, ref2, ref3
parents, replacement of ref1
Sabbatians ref1, ref2, ref3, ref4, ref5
September 11, 2001, terrorist attacks on United States ref1
Silicon Valley ref1
Smart Grid ref1, ref2
United States ref1, ref2
vaccines ref1
Wetiko factor ref1
**Italy**
fear ref1, ref2, ref3
Lombardy ref1, ref2, ref3
vaccines ref1

## J

**Johns Hopkins University** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**Johnson, Boris** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
**Joint Biosecurity Centre (JBC)** ref1
**Judaism**
anti-Semitism ref1, ref2, ref3
Archons ref1, ref2
crypto-Jews ref1
inversion ref1, ref2, ref3
Israel ref1, ref2, ref3, ref4, ref5
Labour Party ref1
Nazi Germany ref1, ref2, ref3, ref4
Sabbatians ref1, ref2, ref3, ref4, ref5

Silicon Valley ref1
Torah ref1
United States ref1, ref2
Zionists ref1, ref2, ref3

## K

**Kaufman, Andrew** ref1, ref2, ref3, ref4
**knowledge** ref1, ref2, ref3, ref4, ref5, ref6
**Koch's postulates** ref1
**Kurzweil, Ray** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**Kushner, Jared** **ref1**, **ref2**

## L

**Labour Party** ref1, ref2
**Lanka, Stefan** ref1, ref2
**Lateral Flow Device (LFD)** ref1
**Levy, Paul** ref1, ref2, ref3
**Life Program** ref1
**lockdowns** ref1, ref2, ref3
amplification tampering ref1
Archons ref1
Behavioural Insights Team ref1
Black Lives Matter (BLM) ref1
care homes, deaths in ref1
children
abuse ref1, ref2
mental health ref1
China ref1, ref2
computer models ref1
consequences ref1, ref2
dependency ref1, ref2, ref3

domestic abuse ref1
fall in cases ref1
fear ref1, ref2, ref3, ref4
guaranteed income ref1
Hunger Games Society ref1, ref2, ref3
interaction, destroying ref1
Internet ref1, ref2
overdoses ref1
perception ref1
police-military state ref1, ref2
protests ref1, ref2, ref3, ref4, ref5
psychopathic personality ref1, ref2, ref3
reporting/snitching, encouragement of ref1, ref2
testing ref1
vaccines ref1
Wetiko factor ref1
WHO ref1
**love** ref1, ref2, ref3
**Lucifer** ref1, ref2, ref3

## M

**Madej, Carrie** ref1, ref2
**Magufuli, John** ref1, ref2
**mainstream media** ref1
BBC ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
censorship ref1, ref2
China ref1
climate change hoax ref1
fear ref1, ref2
Global Cult ref1, ref2
independent journalism, lack of ref1
Ofcom ref1, ref2, ref3

perception ref1, ref2
Psyop (psychological operation), Covid as a ref1
Sabbatians ref1, ref2
social disapproval ref1
social distancing and isolation ref1
United States ref1, ref2
vaccines ref1, ref2, ref3, ref4, ref5
**Mao Zedong** ref1, ref2, ref3
**Marx and Marxism** ref1, ref2, ref3, ref4, ref5, ref6
**masculinity** ref1
**masks/face coverings** ref1, ref2, ref3
censorship ref1
children ref1, ref2, ref3, ref4, ref5
China, made in ref1
dehumanisation ref1, ref2, ref3
fear ref1, ref2
flu ref1
health professionals ref1, ref2, ref3, ref4
isolation ref1
laughter ref1
**mass non-cooperation** ref1
**microplastics, risk of** ref1
**mind control** ref1
**multiple masks** ref1
oxygen deficiency ref1, ref2, ref3
police ref1, ref2, ref3, ref4, ref5
pollution, as cause of plastic ref1
Psyop (psychological operation), Covid as a ref1
reframing ref1, ref2
risk assessments, lack of ref1, ref2
self-respect ref1
surgeons ref1

United States ref1
vaccines ref1, ref2, ref3, ref4, ref5
Wetiko factor ref1
'worms' ref1
*The Matrix* movies ref1, ref2, ref3
measles ref1, ref2
media see mainstream media
Medicines and Healthcare products Regulatory Agency (MHRA) ref1, ref2, ref3, ref4
**Mesopotamia** ref1
**messaging** ref1
**military-police state** ref1, ref2, ref3
**mind control** ref1, ref2, ref3, ref4, ref5, ref6 *see also* **MKUltra**
MKUltra ref1, ref2, ref3
**monarchy ref1**
**money** *see* **banking, finance and money**
**Montagnier,** Luc ref1, ref2, ref3
**Mooney, Bel** ref1
**Morgellons disease** ref1, ref2
**mortality rate** ref1
**Mullis, Kary** ref1, ref2, ref3
**Musk, Elon** ref1

## N

**Nag Hammadi texts** ref1, ref2, ref3
**nanotechnology** ref1, ref2, ref3
**narcissism** ref1
**Nazi Germany** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
**near-death experiences** ref1, ref2
**Neocons** ref1, ref2, ref3

**Neuro-Linguistic Programming (NLP) and the Delphi technique** ref1
**NHS (National Health Service)**
amplification cycles ref1
Common Purpose ref1, ref2
mind control ref1
**NHS England** ref1
saving the NHS ref1, ref2
vaccines ref1, ref2, ref3, ref4, ref5
whistle-blowers ref1, ref2, ref3
**No-Problem-Reaction-Solution** ref1, ref2, ref3, ref4
**non-human dimension of Global Cult** ref1
**nous** ref1
**numbers, reality as** ref1
**Nuremberg Codes** ref1, ref2, ref3
**Nuremberg-like tribunal, proposal for** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10, ref11, ref12

## O

**Obama, Barack** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10
**O'Brien, Cathy** ref1, ref2, ref3, ref4
**Ochel, Evita** ref1
**Ofcom** ref1, ref2, ref3
**old people** ref1, ref2, ref3, ref4, ref5
**Oneness** ref1, ref2, ref3
**Open Society Foundations (Soros)** ref1, ref2, ref3
**oxygen** 406, 528–34

## P

**paedophilia** ref1, ref2
**Page, Larry** ref1, ref2, ref3, ref4, ref5, ref6, ref7

**Palestine-Israel conflict** ref1, ref2, ref3
**pandemic, definition of** ref1
**pandemic and health crisis scenarios/simulations** ref1, ref2, ref3, ref4
**paranormal** ref1
**PCR tests** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
**Pearl Harbor attacks, prior knowledge of** ref1
**Pelosi, Nancy** ref1, ref2, ref3
**perception** ref1, ref2, ref3, ref4
- climate change hoax ref1
- control ref1, ref2, ref3
- decoding ref1, ref2
- enslavement ref1
- externally-delivered perceptions ref1
- five senses ref1
- human labels ref1
- media ref1, ref2
- political parties ref1, ref2
- Psyop (psychological operation), Covid as a ref1
- sale of perception ref1
- self-identity ref1, ref2
- Wokeness ref1

**Phantom Self** ref1, ref2, ref3
**pharmaceutical industry** *see* **Big Pharma**
**phthalates** ref1
**Plato's Allegory of the Cave** ref1, ref2
**pneuma** ref1
**police**
- Black Lives Matter (BLM) ref1
- brutality ref1
- citizen's arrests ref1, ref2
- common law arrests ref1, ref2

Common Purpose ref1
defunding ref1
lockdowns ref1, ref2
masks ref1, ref2, ref3, ref4
police-military state ref1, ref2, ref3
psychopathic personality ref1, ref2, ref3, ref4
reframing ref1
United States ref1, ref2, ref3, ref4
Wokeness ref1
**polio** ref1
**political correctness** ref1, ref2, ref3, ref4
**political parties** ref1, ref2, ref3, ref4
**political puppets** ref1
**pollution** ref1, ref2, ref3
**post-mortems/autopsies** ref1
**Postage Stamp Consensus** ref1, ref2
**pre-emptive programming** ref1
**Problem-Reaction-Solution** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
**Project for the New American Century** ref1, ref2, ref3, ref4
**psychopathic personality** ref1
Archons ref1
heart energy ref1
lockdowns ref1, ref2, ref3
police ref1, ref2, ref3, ref4
recruitment ref1, ref2
vaccines ref1
wealth ref1
Wetiko ref1, ref2
**Psyop (psychological operation), Covid as a** ref1, ref2, ref3, ref4, ref5
**Pushbackers** ref1, ref2, ref3, ref4
**pyramid structure** ref1, ref2, ref3, ref4

## Q

**QAnon Psyop** ref1, ref2, ref3

## R

**racism** *see also* **Black Lives**
  Matter (BLM)
  anti-racism industry ref1
  class ref1
  critical race theory ref1
  culture ref1
  intersectionality ref1
  reverse racism ref1
white privilege ref1, ref2
white supremacy ref1, ref2, ref3, ref4, ref5
  Wokeness ref1, ref2, ref3
**radiation** ref1, ref2
**randomness, illusion of** ref1, ref2, ref3
**reality** ref1, ref2, ref3
**reframing** ref1, ref2
  change agents ref1, ref2
  children ref1
  climate change ref1
  Common Purpose leadership programme ref1, ref2
  contradictory rules ref1
  enforcers ref1
  masks ref1, ref2
  NLP and the Delphi technique ref1
  police ref1
  Wetiko factor ref1
  Wokeness ref1, ref2
religion *see also* particular religions
  alien invasions ref1

Archons ref1, ref2
consciousness ref1, ref2
control, system of ref1, ref2, ref3
criticism, prohibition on ref1
five senses ref1
good and evil, war between ref1
hidden non-human forces ref1, ref2
Sabbatians ref1
save me syndrome ref1
Wetiko ref1
Wokeness ref1
**repetition and mind control** ref1, ref2, ref3
**reporting/snitching, encouragement of** ref1, ref2
**Reptilians/Grey entities** ref1
**rewiring the mind** ref1
**Rivers, Thomas Milton** ref1, ref2
**Rockefeller family** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9
**Rockefeller Foundation documents** ref1, ref2, ref3, ref4
**Roman Empire** ref1
**Rothschild family** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9
**RT-PCR tests** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
**Russia**
collusion inquiry in US ref1
**Russian Revolution** ref1, ref2
Sabbatians ref1


## S


**Sabbantian-Frankism** ref1, ref2
anti-Semitism ref1, ref2
banking and finance ref1, ref2, ref3
China ref1, ref2
Israel ref1, ref2, ref3, ref4, ref5

Judaism ref1, ref2, ref3, ref4, ref5
Lucifer ref1
media ref1, ref2
Nazis ref1, ref2
QAnon ref1
Rothschilds ref1, ref2, ref3, ref4, ref5, ref6
Russia ref1
Saudi Arabia ref1
Silicon Valley ref1
Sumer ref1
United States ref1, ref2, ref3
Wetiko factor ref1
Wokeness ref1, ref2, ref3
**SAGE (Scientific Advisory Group for Emergencies)** ref1, ref2, ref3, ref4
**SARS-1** ref1
**SARs-CoV-2** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
**Satan/Satanism** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**satellites in low-orbit** ref1
**Saudi Arabia** ref1
**Save Me Syndrome** ref1
**scapegoating** ref1
**Schwab, Klaus** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10, ref11, ref12
**science, manipulation of** ref1
**self-identity** ref1, ref2, ref3, ref4
**self-respect, attacks on** ref1
**September 11, 2001, terrorist attacks on United States** ref1, ref2, ref3, ref4
**77th Brigade of UK military** ref1, ref2, ref3
**Silicon Valley/tech giants** ref1, ref2, ref3, ref4, ref5, ref6 *see also* **Facebook**

Israel ref1
Sabbatians ref1
technocracy ref1
Wetiko factor ref1
Wokeness ref1
**simulation hypothesis** ref1, ref2, ref3, ref4, ref5
**Smart Grid** ref1, ref2, ref3
artificial intelligence (AI) ref1
China ref1, ref2
control centres ref1
the Field ref1
Great Reset ref1
Human 2.0 ref1, ref2
Israel ref1, ref2
vaccines ref1
Wetiko factor ref1
**social disapproval** ref1
**social distancing** *and* **isolation** ref1, ref2, ref3
abusive relationships ref1, ref2
children ref1
flats and apartments ref1
heart issues ref1
hugs ref1
Internet ref1
masks ref1
media ref1
older people ref1, ref2
one-metre (three feet) rule ref1
rewiring the mind ref1
**simulation, universe as a** ref1
**SPI-B** ref1
substance abuse ref1

suicide and self-harm ref1, ref2, ref3, ref4, ref5
technology ref1
torture, as ref1, ref2
two-metre (six feet) rule ref1
women ref1
**social justice** ref1, ref2, ref3, ref4
**social media** *see also* **Facebook bans on alternative views** ref1
censorship ref1, ref2, ref3, ref4, ref5, ref6
children ref1
emotion ref1
perception ref1
private messages ref1
Twitter ref1, ref2, ref3, ref4, ref5, ref6, ref7
Wetiko factor ref1
YouTube ref1, ref2, ref3, ref4, ref5
**Soros, George** ref1, ref2, ref3, ref4, ref5, ref6
**Spain** ref1
**SPI-B (Scientific Pandemic Insights Group on Behaviours)** ref1, ref2, ref3, ref4
**spider and the web** ref1, ref2, ref3, ref4
**Starmer, Keir** ref1
**Statute Law** ref1
**Steiner, Rudolf** ref1, ref2, ref3
**Stockholm syndrome** ref1
**streptomycin** ref1
**suicide and self-harm** ref1, ref2, ref3, ref4, ref5
**Sumer** ref1, ref2
**Sunstein, Cass** ref1, ref2, ref3
**swine flu (H1N1)** ref1, ref2, ref3
**synchronicity** ref1
**synthetic biology** ref1, ref2, ref3, ref4
**synthetic meat** ref1, ref2

# T

**technology** *see also* **artificial intelligence (AI); Internet;**
social media addiction ref1, ref2, ref3, ref4
Archons ref1, ref2
the cloud ref1, ref2, ref3, ref4, ref5, ref6, ref7
cyber-operations ref1
cyberwarfare ref1
radiation ref1, ref2
social distancing and isolation ref1
technocracy ref1
**Tedros Adhanom Ghebreyesus** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10, ref11, ref12, ref13
**telepathy** ref1
**Tenpenny, Sherri** ref1
**Tesla, Nikola** ref1
**testosterone levels, decrease in** ref1
**testing for Covid-19** ref1, ref2
anal swab tests ref1
cancer ref1
China ref1, ref2, ref3
Corman-Drosten test ref1, ref2, ref3, ref4
death certificates ref1, ref2
fraudulent testing ref1
genetic material, amplification of ref1
Lateral Flow Device (LFD) ref1
PCR tests ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8
vaccines ref1, ref2, ref3
**Thunberg, Greta** ref1, ref2, ref3
**Totalitarian Tiptoe** ref1, ref2, ref3, ref4
**transgender persons**
activism ref1
artificial wombs ref1

censorship ref1
child abuse ref1, ref2
Human 2.0 ref1, ref2, ref3
Wokeness ref1, ref2, ref3, ref4, ref5
women, deletion of rights and status of ref1, ref2
young persons ref1
**travel restrictions** ref1
**Trudeau, Justin** ref1, ref2, ref3
**Trump, Donald** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10, ref11
**Twitter** **ref1, ref2, ref3, ref4, ref5, ref6, ref7**

## U

**UKColumn** ref1, ref2
**United Nations (UN)** ref1, ref2, ref3, ref4, ref5 *see also* **Agenda 21/Agenda 2030 (UN)**
**United States** ref1, ref2
American Revolution ref1
borders ref1, ref2
Capitol Hill riot ref1, ref2
children ref1
China ref1, ref2
CIA ref1, ref2
Daily Pass tracking system ref1
demographics by immigration, changes in ref1
Democrats ref1, ref2, ref3, ref4, ref5, ref6, ref7
election fraud ref1
far-right domestic terrorists, pushbackers as ref1
Federal Reserve ref1
flu/respiratory diseases statistics ref1
Global Cult ref1, ref2
hand sanitisers, FDA warnings on ref1

immigration, effects of illegal ref1
impeachment ref1
Israel ref1, ref2
Judaism ref1, ref2, ref3
lockdown ref1
masks ref1
mass media ref1, ref2
nursing homes ref1
Pentagon ref1, ref2, ref3, ref4
police ref1, ref2, ref3, ref4
pushbackers ref1
Republicans ref1, ref2
borders ref1, ref2
Democrats ref1, ref2, ref3, ref4, ref5
Russia, inquiry into collusion with ref1
Sabbatians ref1, ref2, ref3
September 11, 2001, terrorist attacks ref1, ref2, ref3, ref4
UFO sightings, release of information on ref1
vaccines ref1
white supremacy ref1, ref2, ref3, ref4
Woke Democrats ref1, ref2

## V

**vaccines** ref1, ref2, ref3
adverse reactions ref1, ref2, ref3, ref4, ref5
Africa ref1
anaphylactic shock ref1, ref2, ref3, ref4
animals ref1, ref2
anti-vax movement ref1, ref2, ref3, ref4, ref5
AstraZeneca/Oxford ref1, ref2, ref3, ref4
autoimmune diseases, rise in ref1, ref2
Big Pharma ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8

bioweapon, as real ref1, ref2
black and ethnic minority communities ref1
blood clots ref1, ref2
Brain Computer Interface (BCI) ref1
care homes, deaths in ref1
censorship ref1, ref2, ref3
chief medical officers and scientific advisers, financial interests of ref1, ref2
children ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10
China ref1, ref2
clinical trials ref1, ref2, ref3, ref4, ref5, ref6
compensation ref1
compulsory vaccinations ref1, ref2, ref3
computer programs ref1
consciousness ref1
cover-ups ref1
creation before Covid ref1
cytokine storm ref1
deaths and illnesses caused by vaccines ref1, ref2, ref3, ref4, ref5
definition ref1
developing countries ref1
digital tattoos ref1
DNA-manipulation ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10
emergency approval ref1, ref2, ref3, ref4, ref5
female infertility ref1
funding ref1
genetic suicide ref1
Global Cult ref1
heart chakras ref1
hesitancy ref1
Human 2.0 ref1, ref2, ref3, ref4
immunity from prosecution ref1, ref2, ref3

implantable technology ref1
Israel ref1
Johnson & Johnson ref1, ref2, ref3, ref4
lockdowns ref1
long-term effects ref1
mainstream media ref1, ref2, ref3, ref4, ref5
masks ref1, ref2, ref3, ref4, ref5
Medicines and Healthcare products Regulatory Agency (MHRA) ref1, ref2
messaging ref1
Moderna ref1, ref2, ref3, ref4, ref5, ref6
mRNA vaccines ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9
nanotechnology ref1, ref2
NHS ref1, ref2, ref3, ref4, ref5
older people ref1, ref2
operating system ref1
passports ref1, ref2, ref3, ref4
Pfizer/BioNTech ref1, ref2, ref3, ref4, ref5, ref6, ref7
polyethylene glycol ref1
pregnant women ref1
psychopathic personality ref1
races, targeting different ref1
reverse transcription ref1
Smart Grid ref1
social distancing ref1
social media ref1
sterility ref1
synthetic material, introduction of ref1
tests ref1, ref2, ref3
travel restrictions ref1
**variants** ref1, ref2
**viruses, existence of** ref1
whistle-blowing ref1

WHO ref1, ref2, ref3, ref4
Wokeness ref1
working, vaccine as ref1
young people ref1
**Vallance, Patrick** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9
**variants** ref1, ref2, ref3
**vegans** ref1
**ventilators** ref1, ref2
**virology** ref1, ref2
**virtual reality** ref1, ref2, ref3
**viruses, existence of** ref1
**visual reality** ref1, ref2
**vitamin D** ref1, ref2
**von Braun, Wernher** ref1, ref2

## W

**war-zone hospital myths** ref1
**waveforms** ref1, ref2
**wealth** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9 ref10, ref11
**wet market conspiracy** ref1
**Wetiko factor** ref1
alcoholism and drug addiction ref1
anti-human, why Global Cult is ref1
Archons ref1, ref2, ref3, ref4
artificial intelligence (AI) ref1
Big Pharma ref1, ref2
children ref1
China ref1
consciousness ref1, ref2
education ref1
Facebook ref1

fear ref1, ref2
frequency ref1, ref2
Gates ref1, ref2
Global Cult ref1, ref2
heart ref1, ref2
lockdowns ref1
masks ref1
Native American concept ref1
psychopathic personality ref1, ref2
reframing/retraining programmes ref1
religion ref1
Silicon Valley ref1
Smart Grid ref1
smartphone addiction ref1, ref2
social media ref1
war ref1, ref2
WHO ref1
Wokeness ref1, ref2, ref3
Yaldabaoth ref1, ref2, ref3, ref4
**whistle-blowing** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**white privilege** ref1, ref2
**white supremacy** ref1, ref2, ref3, ref4, ref5
**Whitty, Christopher** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10
**'who benefits'** ref1
**Wi-Fi** ref1, ref2, ref3, ref4
**Wikipedia** ref1, ref2
**Wojcicki, Susan** ref1, ref2, ref3, ref4, ref5, ref6, ref7
**Wokeness**
Antifa ref1, ref2, ref3, ref4
anti-Semitism ref1
billionaire social justice warriors ref1, ref2, ref3

Capitol Hill riot ref1, ref2
censorship ref1
Christianity ref1
climate change hoax ref1, ref2
culture ref1
education, control of ref1
emotion ref1
facts ref1
fascism ref1, ref2, ref3
Global Cult ref1, ref2, ref3, ref4
group-think ref1
immigration ref1
indigenous people, solidarity with ref1
inversion ref1, ref2, ref3
left, hijacking the ref1, ref2
Marxism ref1, ref2, ref3
mind control ref1
New Woke ref1
Old Woke ref1
Oneness ref1
perceptual programming ref1
Phantom Self ref1
police ref1
defunding the ref1
reframing ref1
public institutions ref1
Pushbackers ref1, ref2, ref3
racism ref1, ref2, ref3
reframing ref1, ref2
religion, as ref1
Sabbatians ref1, ref2, ref3
Silicon Valley ref1
social justice ref1, ref2, ref3, ref4

transgender ref1, ref2, ref3, ref4, ref5
United States ref1, ref2
  vaccines ref1
  Wetiko factor ref1, ref2, ref3
young people ref1, ref2, ref3
**women, deletion of rights and status of** ref1, ref2
**World Economic Forum (WEF)** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9
**World Health Organization (WHO)** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9
  AIDs/HIV ref1
  amplification cycles ref1
  Big Pharma ref1, ref2, ref3
  cooperation in health emergencies ref1
  creation ref1, ref2
  fatality rate ref1
  funding ref1, ref2, ref3
  Gates ref1
  Internet ref1
  lockdown ref1
  vaccines ref1, ref2, ref3, ref4
  **Wetiko factor** ref1
**world number 1 (masses)** ref1, ref2
**world number 2** ref1
**Wuhan ref1, ref2, ref3, ref4, ref5, ref6, ref7** ref8

## Y

**Yaldabaoth** ref1, ref2, ref3, ref4, ref5, ref6
**Yeadon, Michael** ref1, ref2, ref3, ref4
**young people** *see also* **children** addiction to technology ref1
  Human 2.0 ref1
  vaccines ref1, ref2

Wokeness ref1, ref2, ref3
**YouTube** ref1, ref2, ref3, ref4, ref5
WHO 548

## Z

**Zaks, Tal** ref1
**Zionism** ref1, ref2, ref3
**Zuckerberg, Mark** ref1, ref2, ref3, ref4, ref5, ref6, ref7, ref8, ref9, ref10, ref11, ref12
**Zulus** ref1

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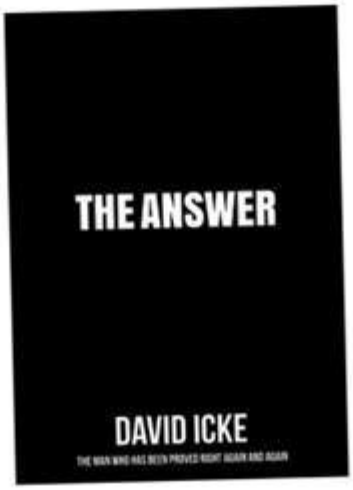
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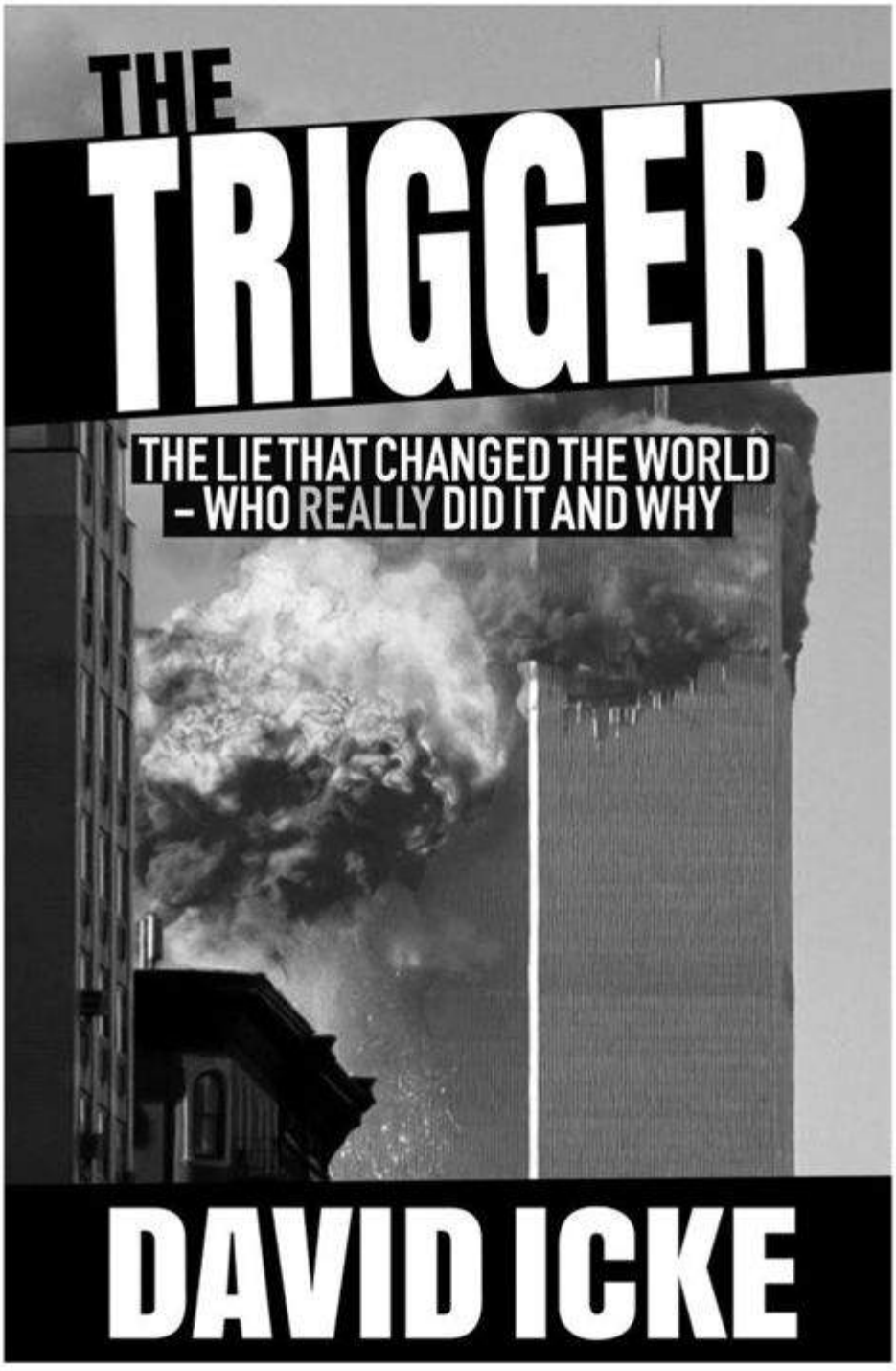
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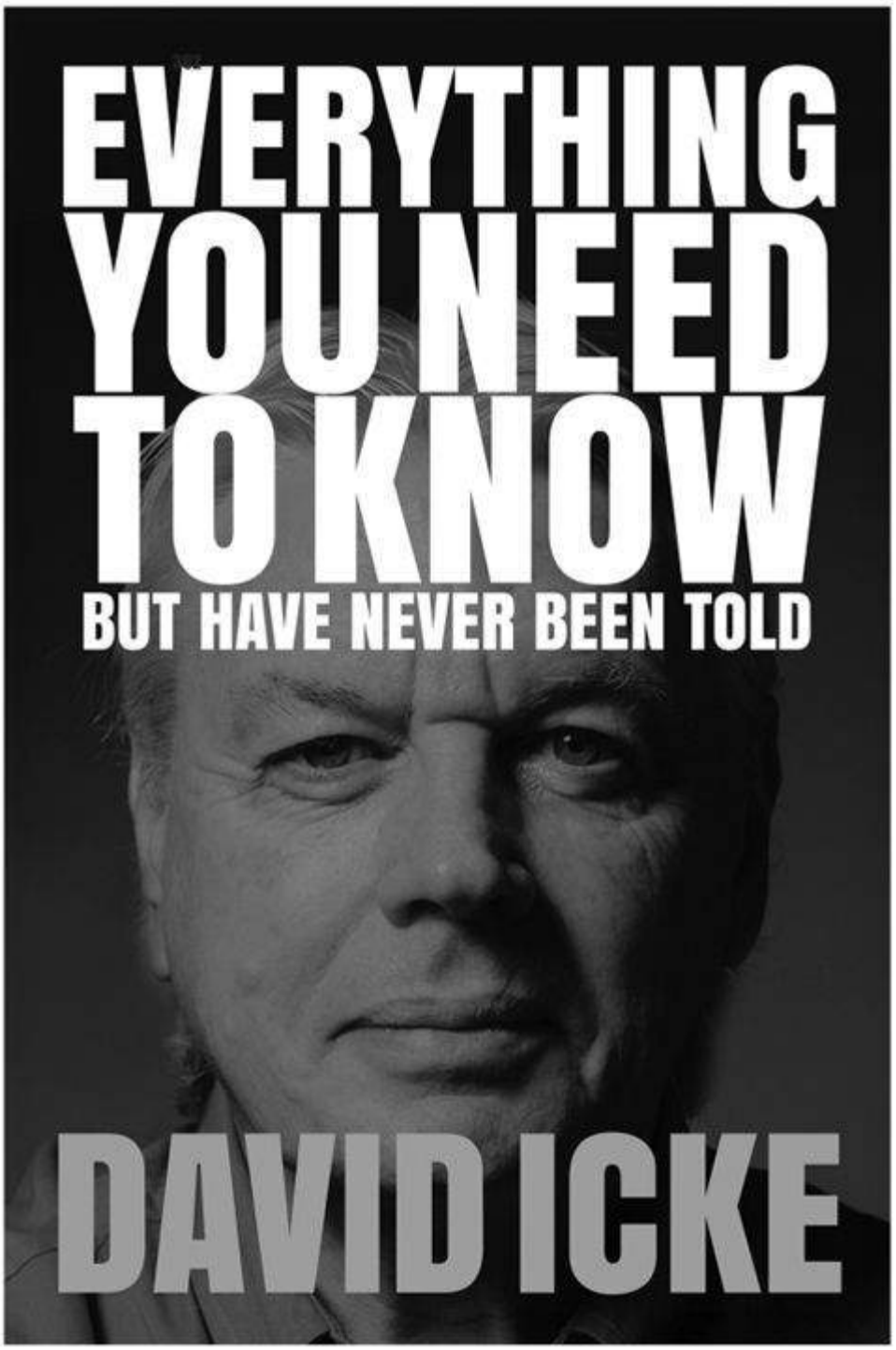



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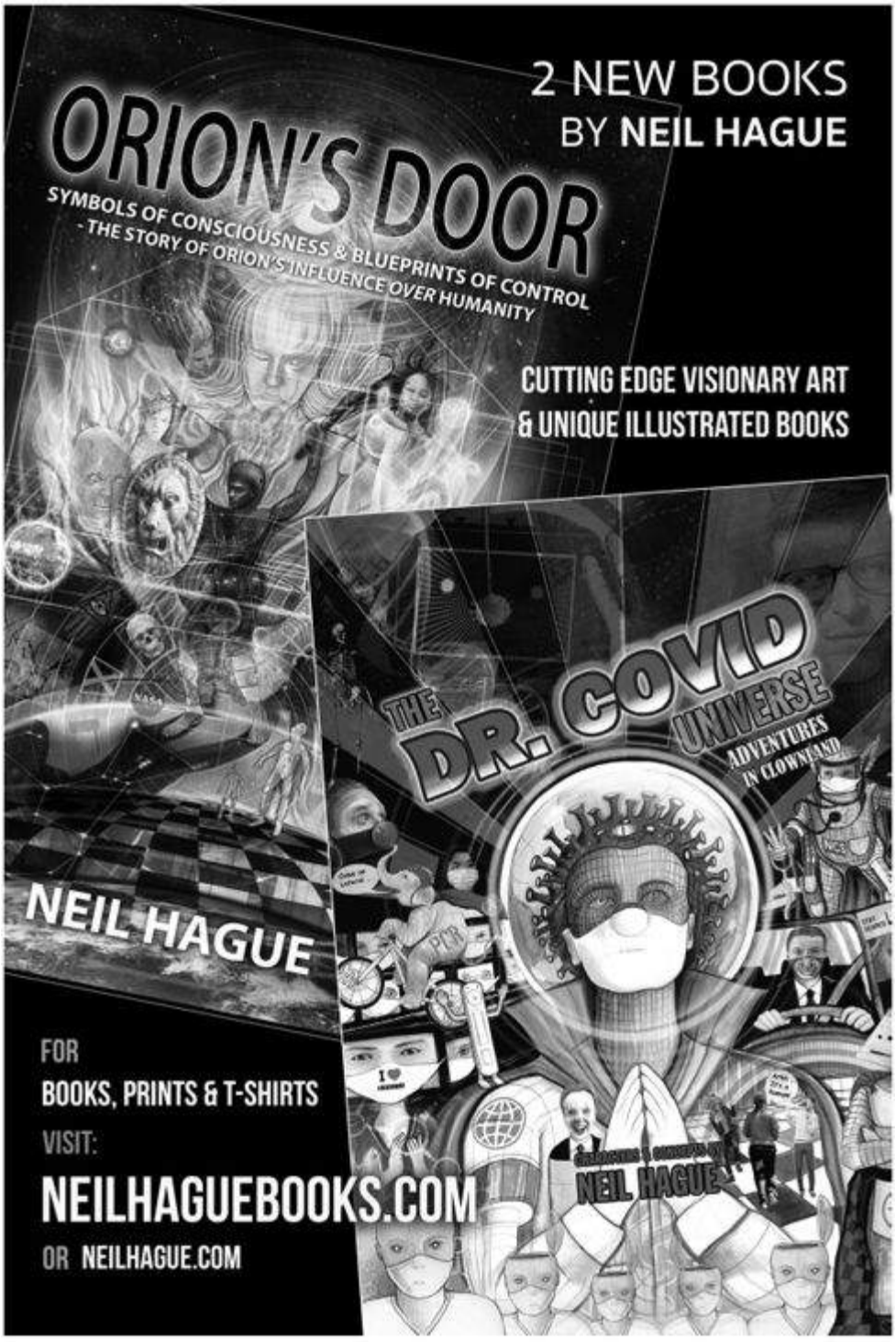
/ˈren·ɪˌgeɪd/

**noun**

A person who behaves in a rebelliously unconventional manner.



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# SECRETS OF SALAMONIS

STEVE JACKSON
WITH JONATHAN GREEN

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# CONTENTS

HOW WILL YOU START YOUR ADVENTURE?
7

TWO HEADS ARE WORSE THAN ONE
9

SECRETS OF SALAMONIS
12

HOW TO FIGHT THE CREATURES OF TROLLTOOTH PASS
355

ADVENTURE SHEET
366

# HOW WILL YOU START YOUR ADVENTURE?

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**IF YOU ARE NEW TO FIGHTING FANTASY...**

It's a good idea to read through the rules which appear on pages 355-365 before you start.

**IF YOU HAVE PLAYED FIGHTING FANTASY BEFORE...**

Make sure you've read the special rules concerning AMONOUR and the Wheel of the Week on page 364 and don't forget to enter your character's details on the *Adventure Sheet*, which appears on page 366.

**ALTERNATIVE DICE**

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, read only the first printed die; if two, total the two dice symbols.



# TWO HEADS ARE WORSE THAN ONE

'So, what we do with it? Stick it?'

The voice is deep, gruff and menacing, and no doubt belongs to a large creature of some kind. A language user, so possessed of some intelligence, but probably none too friendly by the sounds of it. Instinct warns you to avoid whoever – or whatever – has started this conversation.

Although the light is dim, your eyes soon become accustomed to the darkness. You are in a large cavern lit only by the soft light from glowstones. An unpleasant smell hangs in the air. It is the smell of decaying food. The entrance lies a short distance away, but to reach it you will doubtless have to face the creature that calls the cave home. It is then that you notice a roughly made wooden door in the wall of the cave to your right.

'Hungry,' comes a second voice. 'Eat!'

That is not what you wanted to hear. What's more, there are at least two creatures in the cave with you. However, the second voice sounded a little softer, and not as fearsome as the first.

The creatures do not appear to be aware that you are awake, and that's the way you would like it to stay. But you are curious to know what you are dealing with.

Your wrists and ankles have not been bound, so you get to your feet and tiptoe quietly around the edge of the cave. You peer around a large boulder, and there before your eyes is one of the most bizarre creatures you have ever seen.

An Ogre itself would be a fearsome sight, but this one has *two heads*. A two-headed Ogre! A rare and dangerous beast indeed, especially when both heads are angry at the same time – with each other!



# YOUR ADVENTURE AWAITS!

## MAY YOUR STAMINA NEVER FAIL!

**NOW TURN OVER...**

## 1

'Hungry?' one head says gruffly, looking scornfully at the other. 'Frannish eat too much, fat belly wench!'

The Ogress is clearly taken aback by this outburst. She fixes the other with a glare that could melt ice: 'You drink too much Orc Ale. Wake up with sore head. Not *me* who make head sore. You drink all night. And fight. Frannish not want drinking or fighting. Wake up in jail! Mannish is disgrace.'

'Ach! But you not clean cave. Home messy. Bones on floor, twigs, loincloths, Hobbit carcass. All over fur-skin sleep blanket. Cave stinks...'

'If Mannish put things away where they belong, Frannish not fight over clean cave.'

The argument is in full flow now and looks like it could turn into an angry clubbing match at any moment. So, what to do?

Wait for the Ogre to exhaust itself, battling with itself? Turn to **22**
Creep quietly around the edge of the cave and make for the exit? Turn to **63**
Make a dash for the entrance? Turn to **169**



Draw your sword and attack the brute? Turn to **3**
Try the door to your right? Turn to **231**



## 2

The Beggarman's Code condemns the aggressive takeover of another vagabond's patch, which is akin to property theft. You have no wish to start a fight with the local beggars and so, muttering an apology, join the other new arrivals as they head into the city. Turn to **89**.







*The Ogres awake! And Mannish grabs his club*



3

Summoning all the inner strength you can muster, you leap at the Ogre with a deafening battle cry as you reach for your sword.

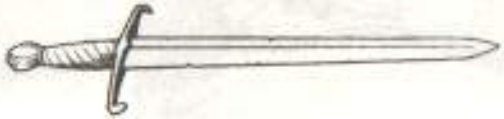
But this is a poor choice since you don't have a sword with you! You cannot remember what happened to it, but you're hardly likely to scare a two-headed Ogre with your bare hands. You have no choice but to fight the brute unarmed!

*TWO-HEADED OGRE* SKILL *7* STAMINA *10*

While you are fighting the Ogre, you must deduct 1 point when calculating your Attack Strength because you are unarmed. If you reduce the Ogre's STAMINA score to 3 points or below, turn to **105**. If the Ogre reduces your STAMINA score to 8 points or below, turn to **149**.

4

You feel that you are much better prepared for what life as an adventurer might entail and so, excited to take on your first official job, you make your way to the Adventurers' Guild. Turn to **297**.





5

Introducing yourself, you tell the merchant's son all about the accident – if it was an accident, of course – which left you penniless. The young man is not unsympathetic but wants to know why you haven't tried looking for work instead of begging. 'After all,' he says, 'there's nothing physically wrong with you, so why not find a proper job?'

He has a point. You probably appear too well-heeled to make a convincing beggar anyway. You are just about to give your reply when the three one-legged beggars begin to jeer at you. You are on their patch, and they are clearly in a much worse state than you, missing limbs as they are. The young man hurries off, as the situation is starting to turn ugly.

Do you want to stand your ground and not allow yourself to be intimidated by the vagabonds (turn to **80**) or do you want to quickly be on your way as well (turn to **2**)?





6

Finally, several days after leaving Salamonis, you reach Shazâar. Passing through the main gate, you find yourself on Moon Street. As the caravan makes the final part of its journey, you pass many small, brightly painted huts, as well as spiralling towers and bizarre forms of architecture that seem to have no rhyme or reason behind their design. Meanwhile, lining Moon Street, you see all manner of gurus, fakirs and religious cults, their bodies either near naked and covered with curious piercings and strange tattoos, or shrouded in voluminous robes so that not even their eyes are visible. Not for nothing is Shazâar also known as the City of Madness!

The caravan finally comes to a halt in Star Square, which, rather appropriately for such a nonsensical place, has six sides. While his servants unload the cargo, Garreau sets about making deals with the local traders.

You suddenly hear a 'Psst!' behind you and turn to see a Hobbit maiden half-hidden by the shadows of an alleyway. The Hobbit beckons to you, and, out of curiosity, you go up to her. 'Have you come from Salamonis?' she asks. When you reply that you have, she says, 'My master needs something delivered to the great sage Noreth Janagen. Will you take it for him? He will pay generously. If you agree, turn to **26**. If you think you should stay with the caravan, turn to **46**.



7

You suddenly spot a pair of burly guardsmen, wearing helmets and leather armour and carrying heavy clubs, walking towards you between the market stalls. If you have the word 'Criminal' recorded on your *Adventure Sheet*, turn to **133**. If you have the word 'Wanted' recorded on your *Adventure Sheet*, turn to **35**. If you have neither word written down, the guards ignore you – turn to **120**.



8

You suspect that the Sisters of the Brotherhood could be meeting at the House of the Behemoth in the Temple District. You wait until dusk has fallen and then make your way to the address. Arriving there, you hesitate before knocking on the door three times. A moment later, the door is pulled open sharply, and you are dragged inside. Turn to **371**.





9

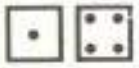
'This should be a straightforward job,' the Guildmaster says. 'Pigboy Snouter wants someone to get rid of something he calls a "Rattapillar" that's made itself at home in one of his Razorback sheds. He's willing to pay 3 Gold Pieces to anyone who can deal with the vermin for him. Do you know the Slime and Swine Guttery at all?'

If you have visited the Slime and Swine Guttery before, turn to **462**. If not, turn to **442**.



10

The girl said the Shriekers' attack came from the east – 'from the direction of the silver mine.' If you want to travel there now, and you haven't visited the mine already, move the Wheel of the Week on 8 days and turn to **273**. If you would prefer to simply head east along Trolltooth Pass, turn to **24**.



## 11

'You need a permit from the Tradesmen's Guild to work in the Bazaar,' the man tells you. 'You got one of those?' You shake your head. 'Didn't think so.'

You walk away disconsolately. It feels like you need a permit to do anything in Salamonis, but permits cost money and your life savings were in your backpack, along with all your worldly possessions!

'What's the matter, friend?' The voice belongs to a lean man, dressed in fine clothes that have nonetheless seen better days. He has a curling moustache on his top lip, a goatee on his chin and a twinkle in his eye. Turn to **194**.



## 12

According to the Vagan's network of spies, the cult is meeting at midnight tonight, but you have no idea where. Without that vital piece of information, you don't have a hope of tracking down Cardinal Zyn and bringing him to justice. (Lose 1 LUCK point.) Move the Wheel of the Week on 1 day and turn to **383**.



## 13

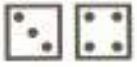
You make for the side of the pit, hoping to scale it before the monster can catch you. But before you can get a hand over the rim of the pit, the horror lashes out with a rubbery tentacle and grabs hold of your leg. You fall to the ground, where you have no choice but to fight the hideous beast. (Lose 2 STAMINA points.) Turn to **48**.



## 14

As you follow the trail, you get the uncomfortable feeling that you are being watched. And then you catch sight of a large pair of eyes blinking at you from among the bulrushes. A moment later they are gone, but your creeping sense of paranoia remains.

If you keep following the trail of footprints north-west, turn to **95**. If you want to return to the clearing and follow the north-easterly trail through the swamp instead, turn to **81**.



## 15

The Halls of Learning are made up of several impressive and ornate edifices, which look as much like a palace as the royal seat of King Salamon himself. You approach the grand gated entrance, where you are met by a porter, who leads you to an audience chamber within. There you wait in line with the other people hoping to visit the King's famous library or be admitted to the College of Hamaskis this day. Half an hour later, you find yourself standing before a tall lectern. Standing behind it is an equally tall man, with a bald, liver-spotted head, and wearing the purple robes of a Clerk of Hamaskis.

'Name?' he demands, peering at you through a pair of pince-nez glasses perched on the end of his aquiline nose. You tell him and the scholar makes a note of it in the huge ledger that rests on the lectern in front of him. 'Purpose of visit?'

'I wish to study here and unlock the secrets of King Salamon's library.'

'Are you sure?' the gaunt man says, looking you up and down, an unimpressed scowl on his face. 'You look more like a farmhand to me. Maybe a warrior, at a push. But it takes all sorts, I suppose. If you wish to be admitted to the Halls of Learning you must make an offering of 4 Gold Pieces to the library coffers and prove your worth as a student. Are you prepared to do that?'



If you are willing to pay 4 Gold Pieces to be admitted to the Halls of Learning as a novice scholar, turn to **286**. If not, turn to **115** and make a different choice.

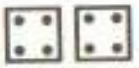


## 16

Planks splinter as you barge the door once more, but it still doesn't fly open as you were hoping. (Lose 1 more STAMINA point and if this means you are dead, turn to **200**.) You must be almost through, surely. If you want to try again, turn to **57**. If not, turn to **92** to go back the other way.

## 17

You might know how many times to knock on the door when you arrive at the cult's meeting place, but you have no idea where that is, so the information is useless. Unable to track down Cardinal Zyn and bring him to justice, you have no choice but to abandon your quest. (Lose 1 LUCK point.) Move the Wheel of the Week on 1 day and turn to **383**.



## 18

Now you are able to see the majestic animal up close, and even touch its soft mane and feel the heat of its powerful body under your hand, you cannot bring yourself to slay such a magnificent creature merely to take its horn. It could not look better than it does now, rising proudly from the Unicorn's head.

'Let it go,' you tell the girl.

'But—' protests Ruznik.

'No, nothing you can say will make me change my mind. Release it. Let it go.'

And so, Deyna takes the garland of flowers from about the beast's neck and, giving a shrill whinny, the Black Unicorn gallops away into the depths of the ancient forest.

You are never going to get paid by the mysterious Zenib Attito now, so you have no choice but to return to Salamonis, parting ways with your companions when you reach the West Gate. However, deep down, you know that what you did was right. (Gain 3 AMONOUR points and 2 LUCK points.)

Move the Wheel of the Week on 8 days and turn to **383**.



## 19

These two evil creatures are GOBLINS. They attack you one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First GOBLIN* | *5* | *5* |
| *Second GOBLIN* | *5* | *6* |

If you kill the Goblins, turn to **317**. However, if you lose the battle, turn to **200**.



## 20

You believe that the Sisters of the Brotherhood are meeting at the House of the Behemoth in the Temple District at midnight tonight. You make your way to the address and hear the bell of the Cathedral of Asrel chime twelve as you get there. You knock on the door three times. In the next instant, the door is yanked open, and you are dragged inside. Turn to **371**.

### 21

The green blood of the dead Orcs smells foul as it seeps from their bodies. You step around the corpses and investigate the chest. It is a sturdy affair, made of strong oak and iron, and it is firmly locked. You may try to smash the lock with your sword (turn to **339**) or leave it alone and go through the open door (turn to **293**).



### 22

Let battle commence! Frannish is the first to strike, slapping Mannish across the face with her left hand. It is not a particularly effective blow, but then neither are most of the blows that follow.

You remain hidden while observing these bizarre proceedings. Mannish makes a move to grab a wooden club with his right hand, leaning against the wall close to the cave entrance. But this lunge is abruptly reined in by a timely yank from Frannish. Both heads are still trying to exert more influence over their legs, and they stumble around the cavern, cursing their angry other half.



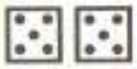
Eventually, the Ogre heads exhaust themselves and the creature curls up into a ball on the ground. Moments later both Mannish and Frannish are snoring. This is your chance! Do you want to search the cave for anything that might be of value (turn to **43**), or would you rather make a hasty exit (turn to **125**)?



### 23

The Sisters of the Brotherhood are clearly struggling to come to a decision regarding whether you should be admitted to the cult or not. *Test Your Luck.* If you are Lucky, turn to **224**. If you are Unlucky, turn to **371**.





## 24

Trolltooth Pass separates the Moonstone Hills to the north and the Craggen Heights to the south. It is dotted with the ruins of ancient fortifications and is only three leagues wide at its narrowest point. However, it is not the broken battlements or the wailing of the wind through broken moss-covered boulders that might once have been monuments to barbarian kings that attract your attention. It is a distant black shape high above you in the sky that is steadily drawing closer. At first you think it must be a great bird, or maybe a dragon, until you realize it is moving sedately through the sky without a flapping motion of any sort. Unbelievably, it looks like an ocean-going galleon, but one that is riding the clouds rather than cresting white-topped waves. If you have the *World Lore* Special Skill, turn to **440**. If not, turn to **245**.



## 25

You are confident that the Sisters of the Brotherhood are meeting at the House of the Behemoth in the Temple District. You make your way to the address after dark and knock on the door seventeen times in total. The door opens abruptly, and you are pulled inside. *Test Your Luck*. If you are Lucky, turn to **140**. If you are Unlucky, turn to **371**.

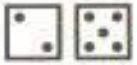


## 26

You are sure that Nanoc and the others won't miss you for a few minutes, so you follow the Hobbit girl along the alleyway to a house with a blue door. Once inside, she leads you up a spiral staircase to an opulent chamber. You are taken aback when you see who, or what, is waiting for you there. The creature has deep red, scaly skin, and a long snout filled with protruding teeth. As you enter the chamber, momentarily lost for words, a long pink tongue darts in and out between the teeth.

'You have someone for me, Lissa?' says the Lizardine – for that is what the creature is – in a low, hissing voice, as smoke curls from its nostrils. 'Excellent, excellent.' Crossing the room, its silken robes flapping behind it, the Lizardine hands you a parcel and a velvet bag. 'The money is for you,' it says, 'but you must deliver the package to my friend Noreth Janagen. He lives in a tower on Brightstar Street. It is vitally important he receives this parcel. Do not let me down.'

You promise the Lizardine that you won't, and Lissa shows you out. As you make your way back to Star Square, you put the parcel in your backpack and then look inside the bag and are delighted to discover that it is full of shiny gold coins. (Add 8 Gold Pieces to the Money box on your *Adventure Sheet*.) Turn to **46**.





*At the dockside: Nanoc the tall Strongarm, Ruznik Ullsen whose advic will be helpful, and Healing Hans who has remedies for all ailments*



27

It is mid-afternoon when you finally arrive at Whitewater Landing, Salamonis's West Port. As the longboat slows and prepares to dock, the quay becomes a hive of activity. Miscellaneous wharf rat types appear from nowhere to attend to the boats. Ragged porters bustle about on the gangplanks, offering to carry luggage into town, mend leaks or swab the decks. The stevedores are an unkempt lot, generally wearing well-used clothing and worn-out sandals. They busy themselves, trying to find some way of making a few coins from the new arrivals. Enough to feed themselves or, more likely, enough to drown their sorrows at the nearest inn.

Those who are not capable of physical work become beggars. Indeed, beggars on makeshift crutches are all around the docks. They are infuriatingly persistent, hopping awkwardly alongside their victims with non-stop jabber and pleading, like a swarm of stingflies. They have learned that, if some victims are reluctant and do not make a donation straight away, just annoying them will usually get the same result in the end.

You have no luggage, so you are grateful you do not to have to deal with porters. You disembark from the longboat along with your fellow travellers: a Flatlands Barbarian by the name of Nanoc and a rotund herbalist who goes by

the name Healing Hans. No sooner are you standing on the quayside than a middle-aged man wearing voluminous robes hurries over to you. 'Would you be interested in a map of Salamonis?' he asks. 'No visitor to our fine city should be without one. They are only one Salacoin each, after all.'

You explain that you lost your backpack on the way here and have no money to buy anything.

'How unfortunate,' the man says, looking you up and down. 'You have an honest face, and never let it be said that Ruznik Ullsen abandoned anyone in need. I mean, what sort of welcome would that be to the greatest city in all Allansia? So, on this occasion, my information comes for free.'

A little local knowledge could prove invaluable, so what do you want to ask the man about Salamonis?

'Is it true the streets are paved with gold?' Turn to **47**

'Where can someone new to the city find work?' Turn to **97**

'What coinage is used in Salamonis?' Turn to **178**

'Who is in charge?' Turn to **234**

'Can you tell me more about the great centres of learning?' Turn to **138**



## 28

Calmly, you lay the Spelling Sheet on the ground in front of you and spread your hands over its lettered grid. Closing your eyes, you empty your mind and wait for the Oracle to reveal the secret location of the place where you will find the Sisters of the Brotherhood...

*The enemy of order, nothingness and all things, confusion, pandemonium, madness and death...* *[C__O_]*

This is a dark portent indeed! If you think you know what the Oracle is trying to tell you, fill in the missing letters and then use the Spelling Sheet to turn the answer into numbers, add them together and then turn to the section with the same number as the total.

If you cannot solve the riddle, or the section you turn to makes no sense (meaning you have got it wrong), you will have to try a different approach to find out where the cult is hiding. If you want to visit the Temple District, turn to **252**. If you have a Beggar's Mark, perhaps there is someone else you could ask for help – turn to **288**. Alternatively, if you have visited the Half-Darned Sock, maybe there is something else you could try (turn to **265**).





## 29

You think you know what time the cult is meeting this very night, and you know the secret knock that would get you admitted, but you have no idea where the meeting is taking place. Therefore, unable to track down Cardinal Zyn, you have no choice but to abandon your quest. (Lose 1 LUCK point.) Move the Wheel of the Week on 1 day and turn to **383**.



## 30

Even though the Toadmen are bearing down on you, you grab the Spelling Sheet from your back and lay it on the ground in front of you. Trying your best to clear your mind, despite the danger you are in, you plead with the Oracle to aid you now.

The squelching footsteps of the Toadmen fade into the background and a still, small voice speaks to you in your mind...

*Thicker than mist, it sounds like Bu Fon Fen...* *[__G]*

And then the voice is gone. If you know what the Oracle was trying to tell you, fill in the missing letters and then use the Spelling Sheet to turn the answer into numbers, add them together and then turn to the section with the same number as the total. If you cannot solve the riddle, or the section you turn to makes no sense (meaning you have got it wrong), turn to **350**.

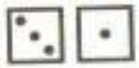




## 31

You pocket the Salacoin, but as you do so you notice that the King's face has been scratched with a knife, so it looks like Salamon LVII has a scar on his cheek. (Add the Salacoin to your *Equipment List*.) Turn to **316**.





## 32

Pinchpenny approaches the Bruise Brothers and fishes a scroll from the satchel he is carrying. 'Ah. The Bruise Brothers,' he says. 'You're up to date with your taxes, I see. Good.' Then he turns to you: 'If it isn't my young adventuring friend. How's business? Going well, is it?'

You give a non-committal reply and turn to walk away from the Bruise Brothers' stall.

'Hang on a minute, where do you think you're going?' Pinchpenny's words stop you in your tracks. 'You need to pay a percentage of your earnings to the King's coffers.'

'How much?' you ask, making no effort to hide your annoyance.

'Let's say ... 3 Gold Pieces, shall we?' Pinchpenny says, an ugly smile splitting his face.

What do you want to do?

| | |
|---|---|
| Pay Pinchpenny? | Turn to **55** |
| Make a run for it? | Turn to **121** |
| Attack Pinchpenny? | Turn to **141** |



## 33

The sleeping creature awakens, startled. He jumps up and rushes at you, unarmed. With your sword you should be able to defeat him, but his sharp teeth look rather vicious. You may *Escape* through the door (turn to **320**) or stand and fight the ORC who is attacking you.

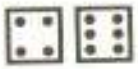
| | | |
|---|---|---|
| *ORC* | *SKILL 6* | *STAMINA 4* |

If you defeat the creature, you may take the box (turn to **147**). However, if you lose the battle, turn to **200** at once.



## 34

Eadel said the Shriekers came from the direction of the silver mines. Could they be hiding there during the day, only coming out at night to feed? But then your visit to the place where the attack happened suggested to you that the Swarm might have been carried there on the wind from further along Trolltooth Pass. If you want to travel south, to continue your investigation at King Salamon's Mine if you haven't been there already, turn to **273**. If you would prefer to head east along Trolltooth Pass, turn to **24**.



## 35

Before you can get away, one of the guards grabs hold of you. 'You're wanted for non-payment of taxes,' the other says gruffly. 'Pay up now and we'll let you go. Otherwise, it will be a night in the cells for you.'

The price has gone up since you fled from Odious Pinchpenny, the Royal Tax Collector. What would have been 2 Gold Pieces then is now a fine of 4 Gold Pieces.

If you have enough money and are willing to pay the fine, turn to **56**. If not, turn to **133**.



## 36

The locked door bursts open and a nauseating stench hits your nostrils. Inside the room the floor is covered with bones, rotting vegetation and slime. A wild-haired old man, clothed in rags, rushes at you screaming. His beard is long and grey, and he is waving an old wooden chair leg. Is he simply insane as he appears, or has this been some kind of trap? You may either shout at him to try to calm him down (turn to **263**) or draw your sword and attack him (turn to **353**).



## 37

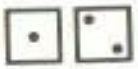
You know when and where the Sisters of the Brotherhood are meeting, and the secret knock that will grant you access! (Gain 1 LUCK point.) You arrive at the House of the Behemoth just before midnight and rap on the door seventeen times. A moment passes in which nothing happens, and then the door suddenly opens, and you are hauled inside. Turn to **140**.



## 38

Leaving Salamonis, you head north across the Windward Plains towards the village of the witch-women and Bu Fon Fen. Some days later you find the flat grassland giving way to taller reeds, and the ground becomes softer underfoot. You press on until the bulrushes tower over your head and you enter a muddy clearing.

Two trails lead away from the clearing through the reed beds. One heads in a north-easterly direction, while the other winds its way north-west. You can't help but notice the webbed footprints that have been left in the mud along the north-westerly trail. Will you head north-east (turn to **81**) or follow the webbed footprints north-west (turn to **14**)?



## 39

You take as your starting point the fact that you lost your backpack on the journey to Salamonis – after all, the most effective lies are those that contain a grain of truth – but add a Goblin ambush, a duel and a midnight flight from a pack of wolves to spice things up a bit. The young man is clearly annoyed that you have decided to make him the subject of your sob story, but will he give you what you are after? *Test Your Luck*. If you are Lucky, turn to **174**. If you are Unlucky, turn to **61**.



## 40

The Clerk fixes you with a withering stare. 'As I thought; I believe you would be more suited to pursuits that involve brawn rather than brains. But thank you for your donation.'

You can hardly ask for your money back now, otherwise what would people think of you? You leave the Halls of Learning, feeling despondent, and decide on a different course of action. If you have a Holy Symbol, turn to **4**. If not, turn to **469**.



## 41

You watch as the young man storms off in anger but decide it best to let him go. If you now want to find a suitable begging patch, in the hope that some more kind-hearted passers-by might give you a few coins, turn to **449**. If not, it's time to make your way away from the Boondocks and into Salamonis itself (turn to **99**).



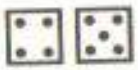
## 42

You eventually arrive at the end of the passage, at a three-way junction. You may turn either to the west (turn to **257**) or to the east (turn to **113**).

## 43

You rummage through the Ogre's possessions. Among all the half-chewed bones and filthy furs, you find a small treasure chest. Hoping it might contain money or precious gems, you open it. But rather than gold and jewels, you find a human skull!

You have no wish to spend any more time here than necessary, so make for the entrance to the cave. Turn to **63**.



## 44

As you hurry along the tunnel, you do not hear the footsteps again, but you do hear a sound like the skittering of pebbles on a beach, as if you had just kicked a pile of stones and sent them tumbling across the floor. But you are not responsible for making the noise. Scuttling across the ground in front of you, picked out by the guttering flames of your torch, are half a dozen curious creatures. You could easily mistake them for small boulders, were it not for their scorpion-like legs and tails, their mouths full of sharp teeth and their burning-orange eyes. These creatures are Grannits and the bane of miners everywhere. Drawing your sword, you prepare to deal with the pests. Fight them three at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First GRANNIT* | *4* | *3* |
| *Second GRANNIT* | *4* | *4* |
| *Third GRANNIT* | *4* | *3* |
| *Fourth GRANNIT* | *4* | *2* |
| *Fifth GRANNIT* | *4* | *4* |
| *Sixth GRANNIT* | *4* | *3* |

If you kill all of the creatures, turn to **64**. If you wish to *Escape* during the battle and flee from the mine (don't forget your penalty for this), turn to **214**.



## 45



As you soon learn, this area is actually called the Boondocks, since the goods and visitors that arrive here are considered a boon to the city. There are all manner of hawkers peddling goods, and costermongers pushing their handcarts before them, crying 'Bread!' 'Fish!' and 'Meat pies!'

Suddenly you catch sight of a young urchin pushing his way through the crowd with a large backpack slung across his shoulders. Hang on, is that your backpack? You shout for the boy to stop, but instead he takes off into the mass of pedlars and their customers who are crowding the quayside. You set off in pursuit but soon lose him in the throng, only to run slap-bang into a pair of burly guards, wearing helmets and breastplates, bearing the arms of the port authority.

'Oi!' snaps the taller of the two. 'Look where you're going!'

Now's your chance! If you want to, you could try reporting the loss of your backpack to the guards (turn to **337**). If you just want to apologize and get out of their way as quickly as possible, turn to **367**.

## 46

You wait with the other Strongarms as Luquin Garreau concludes his business and, after spending an evening at Shazâar's most famous inn, The Fatted Pig, you begin the long journey back to Salamonis. You arrive several days later. Nanoc pays you the rest of your fee (gain 10 Gold Pieces) before sending you on your way again. (Move the Wheel of the Week on 15 days.) If you have a parcel to deliver, turn to **66**. If not, turn to **383**.



## 47

'No, the streets are not literally paved with gold, but Salamonis is seen as a city of great wealth,' Ruznik explains, 'and therefore attracts the usual opportunists looking to make a better life for themselves: fortune hunters, adventurers, homesteaders, scavengers and assorted ne'er-do-wells. These newcomers need to establish themselves and take jobs at any wage. So, they compete with the locals for work – especially for menial jobs. And this is a grave concern amongst the peasantry, who blame their lack of employment on the constant influx of new arrivals, willing to work at near-slave rates. So you can see why visitors are not much liked in Salamonis.'



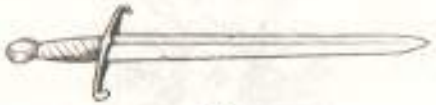
What do you want to ask Ruznik next?

'Where can someone new to the city find work?' Turn to **118**

'What coinage is used in Salamonis?' Turn to **204**

'Who is in charge?' Turn to **250**

'Can you tell me more about the great centres of learning?' Turn to **158**



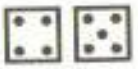
## 48

Judging by its inconsistent form and various mutations, you believe the beast to be a creature of Chaos. No matter what it really is, you are going to have to kill it before it kills you!

*CHAOS SPAWN* *SKILL 10* *STAMINA 12*

If you manage to defeat the monster, gain 1 AMONOUR point and turn to **345**.





### 49

'I see you are acquainted with the Yorefolk,' the Elf says, 'and they do not bestow the leaves of the Golden Oak upon just anyone.' Turn to **457**.



### 50

Considering what you have learned about the mysterious Shriekers, you ask around the village to see if anyone in Coven knows of somewhere underground where the creatures could have their lair. An old trapper tells you of the Crimson Caverns located at the edge of the Moonstone Hills. He sends his grandson as a guide, but as soon as the boy has pointed out the entrance to the cave network, under an overhang on top of which stands a copse of trees, he turns on his heel and runs all the way back to Coven.



Making a torch from an old branch and a strip of sackcloth, you light it using your tinderbox and take your first steps into the gaping chasm. The floor of the cave descends steeply before levelling out again, until the sliver of daylight behind you vanishes from sight. Water drips from the stalactite-clung ceiling into puddles that have collected on the uneven floor, and you can hear curious fluttering sounds coming from the darkness ahead of you.

If you have the *Trap Knowledge* Special Skill, turn to **338**. If not, *Test Your Luck* and, if you are Lucky, turn to **377**, but if you are Unlucky, turn to **358**.



### 51

You put the ring on your finger and point it at the Shrieker Queen, hoping that something magical will happen. Unfortunately, it doesn't, and in that moment the monster strikes. Turn to **430**.





*Rough and tumble at the Half-Darned Sock Inn*



52

'The inn is just around the corner,' says Rodriguez. As you make the turn into Half-Darned Lane, you can hear a raucous crowd chattering and laughing a short distance ahead. You squint to read the sign hanging outside the inn.

'What's this?' you snort. 'The Half-Darned Sock? What kind of name is that for an inn? And why only half-darned?'

'Ah, yes,' replies Rodriguez. 'There's history behind this particular hostelry; it's the oldest one in Salamonis. However, our present need is cash, and a drunken crowd like this is very easy to grift from.'

As you open the heavy wooden door and enter the inn, the noise from inside is deafening. The place is heaving. It's as though you have suddenly come across a Fighting Bear Pit mid-bout. You can hardly hear yourself think. It seems something special arrived with the longboats and now everyone is celebrating.

'It's always like this after the longboats arrive,' Rodriguez yells over the noise. 'The sailors take their wages and go straight off to the nearest inn. Often, they drink or gamble away the lot in only a few hours, to the despair of their wives and children.'



By the entrance, a heated argument has broken out between a staggering Half-Elf and a woozy sailor. The dispute has progressed from harsh words to pushing and shoving, and is all about who is entitled to sit on a wooden stool that has become vacant. But now the two of them have progressed to fisticuffs and their jostling is starting to annoy the customers.

A shrill whistle pierces the air. Almost immediately a burly Strongarm appears to break up the fight. He picks up both the miscreants by their collars and throws them out into the street. They look at each other quizzically. What right did this Strongarm have to manhandle them? And so roughly? The pair curse him and vow they will get their own back on the Barbarian. But they have completely forgotten what their argument was all about. The sailor offers to buy the Half-Elf a mug of ale. The two re-enter the inn, smiling now and with their arms around each other's shoulders.

'Quite a few sailors will be going home to their wives empty-handed,' Rodriguez says, 'and that's where we come in. They're going to spend all their Salacoins on drinking or gambling anyway. We just need to make sure some of it comes our way... Here. Let me buy you an ale and I'll explain what we're going to be doing. You find a table and I'll get the drinks in.'

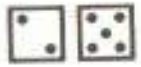


As you squeeze through the crowd, looking for somewhere to sit, you notice a coin on the floor. If you want to pick it up, turn to **246**. If you would rather ignore it, turn to **316**.



**53**

You charge the door, hitting it squarely with your shoulder. Roll two dice. If the number rolled is equal to or less than your SKILL score, the door opens (turn to **155**). If the number exceeds your SKILL score, the door shudders but does not budge, and you wince in pain as you hit the door – lose 1 STAMINA point and continue up the corridor (turn to **300**), unless you are now dead, in which case turn to **200**.



54

The Grand Parade leads all the way to the Royal Palace, but before it gets there it opens out into a square packed with stalls which are shutting up for the day. This is Salamonis's famous Bazaar. Surrounding the square are inns and shops, and a rather dilapidated building that looks like a cross between a temple and a tavern. Above the door hangs a sign in the shape of a shield bisected by a sword. This must be the Adventurers' Guild.

The sun is sinking behind the rooftops to the west, casting long shadows across the Market Square. There is a board outside the Guild House displaying the jobs that are currently available. However, in large red letters at the bottom of the board are the words 'Only open to Guild members. Adventurers' Permits 2 Gold Pieces.' Clearly, if you want to become an adventurer in Salamonis, it's going to cost you.

The heavy, iron-bound door to the Guild House is closed, and by the orange glow of the setting sun, you see that a sign has been hung on the door that reads: 'Closed. Come back tomorrow.' You try the door, but it is clearly locked and bolted from inside. Banging on the door doesn't do any good either.

'Can't you read?' You turn to see it is one of the stallholders who is packing up for the day that is addressing you.

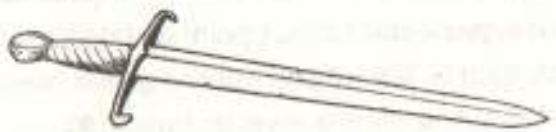


You tell him that you have travelled from your home to Salamonis with the intention of making your way in the world as an adventurer.

'Ah, that explains it,' mutters the man, although you're not sure quite what it explains, exactly. 'Look, you can't just rock up here and call yourself an adventurer. You have to join the Guild first, but that'll cost ya. If it's a job you're after, Pigboy Snouter's always hiring at the Slime and Swine Guttery. You'll find his place outside the West Gate.'

You thank the man for his advice and decide what to do. Choose an option from the list below that you haven't tried already. Will you:

| | |
|---|---|
| Make your way to the Slime and Swine Guttery? | Turn to **122** |
| Explore the docks? | Turn to **45** |
| Ask the stallholder if he's hiring at present? | Turn to **11** |





55

You hand over your hard-earned cash to the Tax Collector (deduct the appropriate number of Gold Pieces) and in return he gives you a token to prove that you have paid. (Add the Token to your *Equipment List*.) With that Pinchpenny goes on his way, his mastiff following faithfully at his heels. Turn to **70**.



56

You hand over the money to the guard. (Deduct 4 Gold Pieces and strike the word 'Wanted' from your *Adventure Sheet*.) 'Thank you,' he says. 'Now be on your way and don't get into any more trouble.' You don't need to be told twice and sprint off in the direction of the Adventurers' Guild. Turn to **120**.

57

The door groans as you collide with it, but it still doesn't open. Your shoulder and arm are badly bruised now. (Lose 1 STAMINA point and 1 SKILL point and if this means you are dead, turn to **200**.) If you want to give it one more go, turn to **156**. If you want to give up, turn to **92**.



58

Cautiously you creep along the passageway. After a short time, it turns sharply to the north. At the corner there is a bench of solid wood, and above the bench a sign reads 'Rest Ye Here, Weary Traveller.' Sitting there is a little man dressed in bright green clothes, with pointed ears, bright orange hair and a wicked grin on his face.

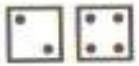
'You have done well to get this far,' says the figure, 'but now it's time to wake up.'

Turn to **200**.



59

You begin to hassle the young man, keeping face-on to the poor soul as you follow him around. Your voice becomes quite monotonous as you rattle off an endless stream of petty incidents and accidents that happened to you during your childhood. But they would be of no interest whatsoever to a complete stranger.



'Look,' he says, 'I'm not interested in your stories. Just leave me alone, will you? I only have two Salacoins in small change and I need them.' The merchant's son is becoming increasingly irritated by your ceaseless prattling. You can't tell if he's on the verge of giving you some 'nuisance money' just to make you go away, or if he might turn violent. Do you want to keep hassling him until he coughs up (turn to **174**) or do you want to leave him alone and try something else (turn to **41**)?



**60**

Eadel said the Shriekers came from the direction of the silver mines. Could they be hiding there during the day, only coming out at night to feed? Your examination of the dead Shrieker would certainly add weight to the argument that the creatures hide somewhere underground during the day, but would a mine be a safe enough hiding place? Perhaps they roost in a nearby cave network. If you want to travel south, to continue your investigation at King Salamon's Mine if you haven't been there already, turn to **273**. If you would prefer to ask the villagers if there are any caves near Coven, turn to **50**.



**61**

Scattered around the port are a dozen or so shuffling beggars who are relating their well-practised tales of woe to strangers. Some of these other vagabonds have realized you are trying to muscle in on their business and start heckling you. They soon put you off and the merchant's son makes his escape while you have to deal with the approaching beggars. Do you want to stand your ground (turn to **80**), or do you want to make your escape as well (turn to **2**)?



**62**

'We do not have any time to lose,' Hans says. 'We must journey to the Forest of Spiders and seek out the Rainbow Ponds.'

'The Forest of Spiders?' Longbeard says in a gruff voice. 'But that's three days' walk away.'



'Or one day's ride,' you say, as you catch sight of a group of mounted figures heading in your direction.

Soon the riders are close enough for you to make out who they are. You are both surprised and delighted to see that it is a band of mercenary Strongarms being led by a familiar face – Nanoc the Barbarian. But most surprising of all is that riding with them is Ruznik Ullsen.

'What are you doing here?' you ask Ruznik.

'Let's just say we were sent by an interested party to help you complete your quest,' he says mysteriously. 'But we cannot delay here. It is time to get going.'

Longbeard, Healing Hans and the Shivering Man all mount up behind one of the Strongarms, while you ride with Nanoc. Bidding farewell to the Dwarf miners and promising them a share of any reward money that might be coming your way, you set off for the Forest of Spiders at a gallop. You cross Trolltooth Pass and keep travelling north as the dark expanse of woodland comes into view at the edge of the Moonstone Hills.

'Aren't the Rainbow Ponds under the protection of the Elves of Stittle Woad?' you hear Longbeard ask.



'They are indeed,' replies Ruznik Ullsen.

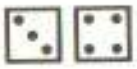
'Then how do you expect them to let us get within a league of them?'

'Do not worry,' Hans says. 'I am known to the Elves of Stittle Woad.'

As the grasslands of the pass give way to the densely twisting trees of the Forest of Spiders, the riders are forced to slow their pace in case their mounts trip on an exposed tree root and send them flying from the saddle. Dusk is settling over the land, and under the forest canopy it is as if night has already fallen. Tall Speartip trees rise around you and the deeper you go into the forest, the darker and more twisted the vegetation becomes.

There is a sudden *THWACK!* and an arrow embeds itself in a tree trunk not two yards from where you and Nanoc are riding. The big Barbarian brings his horse to an abrupt halt as a voice comes from among the trees: 'Who dares enter the realm of Eren Durdinath?'

'I do!' you declare boldly, and state your name. Ruznik, Longbeard, Hans and Nanoc give their names in turn, as do the other Strongarms.

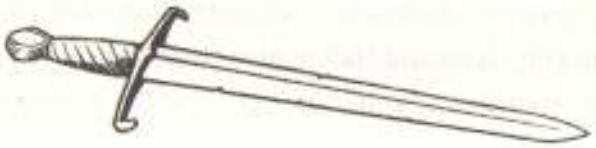


'Why do you come here bearing arms?' the voice then demands.

'We only seek to cure the Shivering Man,' you reply. 'He is under a terrible curse, and we have heard that the Rainbow Ponds can perform miracles of healing.'

For a moment, the forest is silent again, and then several figures drop from the trees to the ground. They are all clearly Elves, but what sets them apart from others of their kind is their long, pure white hair. Their leader steps forward then and says, 'Our Queen told us to expect adventurers seeking our aid. The gods have seen fit to show her a vision of the future, but are you the ones she saw in her dream?'

If you are wearing a Golden Oak Leaf, turn to **49**. If not, but you have an AMONOUR score of 25 points or higher, turn to **457**. If your AMONOUR score is lower than 25 points, but you have the *Charisma* Special Skill, turn to **298**. If none of these things apply to you, turn to **359**.





**63**

You tiptoe across the floor of the cavern, but the light is dim, and you step on a twig which cracks as it breaks in two. *Test Your Luck*. If you are Lucky, turn to **169**. If you are Unlucky, turn to **83**.



**64**

If you want to, you may sever the creatures' tails and take them with you, as evidence that you have dealt with the pests. Having done that, do you want to keep following the tunnel through the chamber and on into the darkness (turn to **85**), or do you want to retrace your steps and leave the mine (turn to **214**)?

**65**

As you spring at the Chieftain, his servant rises to his feet, picks up a hefty wooden stick and joins the melee. But to your disappointment, he attacks you! Ungrateful wretch! Seeing this, you may *Escape* through the door down the corridor (turn to **293**) or continue the fight (turn to **372**). If you choose to *Escape*, you suffer normal escaping penalties.

66

As you make your way to Brightstar Street, your curiosity gets the better of you and you open the parcel the Lizardine paid you to deliver. It is full of a rare herb called Medusa Grass that is used in all manner of magical and alchemical concoctions. If you want to keep the Medusa Grass for yourself, turn to **106**. If you want to complete the delivery, turn to **247**.

67

What do you have in your backpack that you think might be effective against the creature?

| | |
|---|---|
| A Holy Symbol? | Turn to **374** |
| A Length of Rope? | Turn to **132** |
| A Brass Ring? | Turn to **227** |

68

The two GOBLIN torturers look at each other, amazed, then at you. They chatter to themselves and then indicate for you to wait while they go off and get another Dwarf to give them some more fun. They disappear out of the room, and you cut down the Dwarf, who is, as you guessed, quite dead. You decide it best to leave and press on northwards up the corridor. Turn to **303**.



69

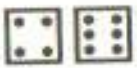
'That's the stuff,' says the black-bearded Dwarf, who introduces himself as Snorri 'Picky' Olafsson. His companion is Bodras Irongrim.

You share the ale with the two Dwarf miners and in no time at all the bottle is empty. (Cross off the Shazâarian Ale but gain 2 STAMINA points.)

Their tongues loosened by the ale, the Dwarfs are happy to talk for a few minutes while they take a break from their back-breaking toil. They tell you about the Rock Grubs and Grannits that have been plaguing the mining operations here of late, and that if you intend to hunt for monsters, to steer well clear of anywhere marked with a skull-shaped rune.

'Anyway, we'd best get back to work,' Snorri says, eyeing a nearby Salamonian Guard, who is clearly here to make sure the miners are working and that nobody runs off with anything they shouldn't, so you bid them farewell.

Do you want to return to the junction and see where the left-hand tunnel takes you, if you haven't already (turn to **109**), or do you think it is time to leave the mine (turn to **214**)?



70

You peruse the Bruise Brothers' wares while also considering how much everything costs:

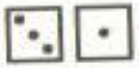
| | |
|---|---|
| Elven Blade (15 Gold Pieces) | A short sword said to have been made by the Elves of Stittle Woad. When used in combat, its wielder may add 1 point to their Attack Strength. |
| Wooden Shield (6 Gold Pieces) | There is nothing magical about this shield, but while you are carrying it, if an enemy hits you, roll one die; on a roll of 4–6 you may reduce the damage done by 1 point. |
| Dragon Carnyx (10 Gold Pieces) | The carnyx looks like a brass instrument, but its bronze trumpet has been fashioned to look like a dragon's head. |
| Iron Mace (8 Gold Pieces) | The iron mace is a heavy weapon, probably better suited to a Rhino-Man or a Half-Giant than you, and as long as you are carrying it you must reduce your SKILL score by 1 point. However, you may add 1 STAMINA point to any damage caused by the mace. |

70

| | |
|---|---|
| Silver Chainmail (18 Gold Pieces) | Made by the Dwarfs of Stonebridge, the chainmail is incredibly light and will not hinder your movements at all. As long as you are wearing it, you may add 1 to your Initial and current SKILL score. |
| Bow and Quiver (12 Gold Pieces) | There are 12 arrows in the quiver. Before the start of a battle, you may draw your bow and shoot an arrow at your opponent (as long as you have some left). Roll two dice and if the number rolled is less than or equal to your SKILL score, you hit your opponent, causing 2 STAMINA points' damage. |

When you are done, make a note of the number '120' on your *Adventure Sheet* and then turn to **400**.





71

There is a right-hand turn to the north in the passage. Cautiously you approach a sentry post on the corner and, as you look in, you can see a strange Goblin-like creature in leather armour asleep at his post. You try to tiptoe past him. *Test Your Luck.* If you are Lucky, he does not wake up and remains snoring loudly – turn to **301**. If you are Unlucky, you step with a crunch on some loose ground and his eyes flick open – turn to **248**.



72

You turn off the Goldenway into the shaded side street. It does not take long for the man to realize he is being followed and, despite his limp, he starts to quicken his step and disappears around a corner ahead of you before you can catch up with him. Reaching the entrance to the twisting alleyway, you can see neither hide nor hair of the man and so set off at a run, hoping to catch up with him around the next corner.



It is as you are picking up the pace that you trip, your foot catching on a loose cobblestone. You are sent sprawling in the dirt and graze your knees and bang your elbows. (Lose 2 STAMINA points.)

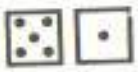
Picking yourself up again, you hobble along the alleyway but can see no sign of the man with the backpack. Seeing as how you have no other choice, you return to the main thoroughfare. Turn to **54**.



73

Several days later, you enter Salamonis once more, and set off alone for the House of the Wyvern in the Mystics Quarter. It is not hard to find, with its great stone crest carved in the form of the dragon-like wyvern. You knock on the door, which is answered by a servant clad all in black. They do not invite you in but instead give you a bag of 25 Gold Pieces in exchange for the Horn of the Black Unicorn.

Move the Wheel of the Week on 8 days and then turn to **383**.

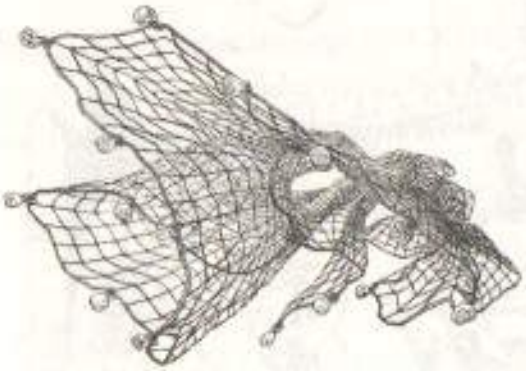


74

Your visit to the place where the attack happened suggested to you that the Swarm might have been carried there on the wind from further along Trolltooth Pass. Your examination of the dead Shrieker would certainly add weight to the argument that the creatures hide somewhere underground during the day. Perhaps they roost in a nearby cave network. If you want to head east along Trolltooth Pass, turn to **24**. If you would prefer to ask the villagers if there are any notable caves close to Coven, turn to **50**.



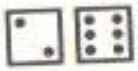




75

The Guildmaster told you to be on the lookout for Toadmen whilst in Bu Fon Fen. During your studies in the libraries of the Halls of Learning, you read in *Gascon's Bestiary of North-West Allansia* that Toadmen have a nasty habit of luring travellers to sinkholes in the swamp, where they drown. You decide to give the centre of the clearing a wide berth, just in case, and set off along the new path northwards. Turn to **335**.







*A brutish Rhino-Man pushes through the circle of soldiers*



**76**

A brutish Rhino-Man pushes through the circle of soldiers, a heavy cleaver in one meaty hand and a medallion bearing the number '19' around his thick neck. It's time to fight!

*RHINO-MAN* *SKILL 8* *STAMINA 9*

If you win, turn to **283**.



**77**

'No, the streets are not literally paved with gold, but Salamonis is seen as a city of great wealth,' Ruznik explains, 'and therefore attracts the usual opportunists looking to make a better life for themselves: fortune hunters, adventurers, homesteaders, scavengers and assorted ne'er-do-wells. These newcomers need to establish themselves and take jobs at any wage. So, they compete with the locals for work – especially for menial jobs. And this is a grave concern amongst the peasantry, who blame their lack of employment on the constant influx of new arrivals willing to work at near-slave rates. So you can see why visitors are not much liked in Salamonis.'

Turn to **270**.



78

The passage ends at a solid wooden door with metal hinges. Listening at the door, you hear strange mutterings and the clatter of what could be pots and pans. Whatever is in there, there are several of them. Do you want to go through the door (turn to **159**) or turn back (turn to **237**)?

79

As quickly as it first appeared, the mist clears again. 'Well, there you have it,' says Billick O'Doone. 'It would appear you're a lucky one after all. Now, be off with you.'

You make your way back along the passageway, the secret door opens once more, and you find yourself back in the small courtyard, but alone this time.

(Tick off the *Lucky* Special Skill on your *Adventure Sheet*. From now on, whenever you are asked to *Test Your Luck*, you can automatically assume you are Lucky, without having to roll any dice or deduct any LUCK points.)

You have also mysteriously acquired the Second Chance Rolls ability; if you don't like the result of a dice roll you may roll again, but you must accept the result of your second roll. (You may only use this very special ability a maximum of three times and no more.)



If you have a Holy Symbol, turn to **4**. If not, turn to **469**.



80

One of the genuine beggars moves in on you and gives you a shove. You are on his patch. Do you want to push the beggar back (turn to **104**) or would you rather apologize in the hope of defusing the situation (turn to **153**)?

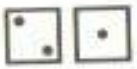
81

You follow the trail as it winds through the reeds. You can hear strange croaking noises echoing from deeper into the swamp and unsheathe your sword, just in case you find yourself in need of it in a hurry.

Suddenly something slithers across the path in front of you and you come to an abrupt halt. You can hear a hissing from among the bulrushes to your right. You warily take another step forward and then, without warning, a large Swampsnake strikes from its hiding place among the reeds. It is fortunate you already have your sword drawn!

| | | |
|---|---|---|
| *SWAMPSNAKE* | *SKILL 6* | *STAMINA 6* |

If you slay the Swampsnake, turn to **315**.



## 82

The door opens to reveal a small, smelly room. In the centre of the room is a rickety wooden table on which stands a lit candle. Underneath the table is a small wooden box. Asleep on a straw mattress in the far corner of the room is a short, stocky creature with an ugly, warty face; the same sort of creature you found asleep at the sentry post. He must be the guard for the night watch. You may either return to the corridor and press on northwards (turn to **208**) or creep into the room and try to take the box without waking the creature. If you want to try to steal the box, *Test Your Luck*. If you are Lucky, he does not wake up – turn to **147**. If you are Unlucky, turn to **33**.

## 83

Immediately, the Ogre awakens with a snort. The creature is furious you are trying to escape and reaches for its club. You in turn reach for the sword at your belt, only to find it isn't there!

You cannot remember what happened to it, but you're hardly likely to scare a two-headed Ogre with your bare hands. The brute roars at being woken from its sleep and attacks!

*TWO-HEADED OGRE* SKILL 7 STAMINA 10



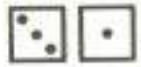
While you are fighting the Ogre, you must deduct 1 point when calculating your Attack Strength because you are unarmed. If you reduce the Ogre's STAMINA score to 3 points or below, turn to **105**. If the Ogre reduces your STAMINA score to 8 points or below, turn to **149**.



## 84

You have collected a number of useful clues since arriving in Coven, and talk of how you are here to help has spread throughout the village. (Gain 2 AMONOUR points.) But where do you want to go next in search of answers to the mystery of the screaming sky?

Eadel said the Shriekers came from the direction of the silver mines. Could they be hiding there during the day, only coming out at night to feed? But then your visit to the place where the attack happened suggested to you that the Swarm might have been carried there on the wind from further along Trolltooth Pass. Then again, your examination of the dead Shrieker would certainly add weight to the argument that the creatures hide somewhere underground during the day, but would a mine be a safe



enough hiding place? Perhaps they roost in a nearby cave network. So, what do you want to do now?

Set off south, towards the silver mines (if you haven't been there already)? Turn to **273**
Head east, along Trolltooth Pass? Turn to **24**
Ask the villagers if there are any caves nearby? Turn to **50**

## 85

Eventually the tunnel curves around and joins up with another – probably the one from the other branch you didn't take. They become one tunnel again that soon ends abruptly on one side of a vast, natural fissure in the rock. The crevasse is spanned by a rickety rope bridge. Holding your torch high, you can just see that it links to another tunnel mouth on the other side. Standing on the other side of the bridge at the entrance to the other tunnel, you can just make out a figure. It is a man. He has a dishevelled appearance and a hunched posture, and he appears to be shaking.

Do you want to step out on to the bridge, with the intention of approaching the shivering man (turn to **112**) or do you want to double back and follow the tunnels that brought you here and exit the mine (turn to **214**)?



## 86

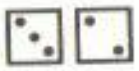


You might not have been in Salamonis long, but what you have learned is that anybody who wants to become an adventurer and take on any officially listed quests has to become a member of the Adventurers' Guild first.

It's a new day, and the bright morning sunlight fills you with a renewed sense of optimism. You soon find your way to the Adventurers' Guild on Market Square, next to the Bazaar. The building might be in need of a few repairs – there are tiles missing from the roof and a couple of broken windowpanes – but its pillared entrance and sturdy, iron-bound oak door still speak of a faded grandeur. In some ways it reminds you of a grizzled veteran adventurer.

The Guild is open for business and, as you approach the entrance, your eye is drawn to the Quests Board outside. Pinned to the bottom board is a curl of parchment with three words written on it in neat calligraphic script: 'Found – 1 Backpack.' Could it be your missing pack?

You enter the Guild House at a run, your heart hammering in your chest. You find yourself in a large room that seems



to be full of hard-bitten adventuring types – Flatlands Barbarians, salty sea dogs from the Skull Coast, Half-Elves from the Forest of Yore, Dwarfs from Stonebridge, and even black-clad warriors swathed in loose-fitting black robes from Chiang Mai – discussing everything from the price of throwing knives in Silverton to the whereabouts of a lost city in the Desert of Skulls, and rumours of a war brewing between two rival sorcerers. You approach the counter on the far side.

Standing behind it is an elderly gentleman with a warm smile and a twinkle in his eye. 'And what can I do for you?' he asks.

'I saw you've had a backpack handed in and thought it might be mine,' you say. You then proceed to tell him how you came to lose it in the first place.

When you have finished your story, the Guildmaster says, 'How do I know what you say is true? You could be a scammer trying to claim something that doesn't belong to you. Can you tell me what was in it?'

You rattle off the list of contents: a few personal mementos, a short sword, spare underwear – 'Did your mum write your name in them?' the Guildmaster laughs – your money bag and a copy of *Longbeard's Legends of the Windward Plains*.



'Sounds like it could be yours,' says the man, 'but are you prepared to put your money where your mouth is? You need to pay 1 Gold Piece if you want me to release it into your custody.'

This is outrageous – you're having to pay to get your own pack back! – but it doesn't seem like you have any choice.

If you have at least 1 Gold Piece, or the equivalent, turn to **108**. If you don't have the required fee, turn to **107**.

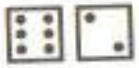


87

'Sorry, I don't,' you reply.

'Not as sorry as I am,' says the Dwarf.

If you have the *Charisma* Special Skill, turn to **455**. If not, do you want to return to the junction and see where the left-hand tunnel takes you, if you haven't already (turn to **109**), or do you want to leave the mine now (turn to **214**)?



## 88

'Ah yes, collect Cauldronweed for the Witches of Dree,' says the Guildmaster. 'Well, that shouldn't prove too taxing, as long as you keep your wits about you and know what you're looking for.'

'Can you tell me where I'll find the Cauldronweed the Witches want?' you ask.

'Oh sure, that's the easy bit. It grows in Bu Fon Fen, an area of swampland next to the Deedlewater, west of the witch village of Dree. The tricky part is going to be bringing it back, since the Toadmen of the fen are very protective of the plants and herbs that grow there. That's why the Witches want someone to collect it for them. Mind you, they'll probably pay you a pretty penny if you can get it to them. If I were you, I'd pay a visit to the Bazaar to equip yourself. After all, you never know when you might be glad of some nose plugs or a length of rope in Bu Fon Fen.'

If you want to take the Guildmaster's advice and visit the Bazaar before setting off, make a note of the number '38' on your *Adventure Sheet* and then turn to **400**. If you would rather set off straightaway, turn to **38**.





## 89

An imposing – and insurmountable – stone wall surrounds the city, which has done a good job of keeping aggressors out in the past. You head away from the docks, through the imposing Gate of the Moon, and into the Grand Parade. As you pass through the gate your jaw drops and you gasp. The port area felt wild and dangerous; not quite what you were expecting from the stories you had been told about Salamonis. But once within the gate, the city's fine architecture is awe-inspiring. If you have a Trinket, turn to **229**. If not, turn to **99**.



## 90

With a barely perceptible nod, Ruznik motions to Deyna and she steps out from the undergrowth into the clearing. The Black Unicorn looks up immediately and you find yourself holding your breath, fearing that the majestic creature might flee at any moment. It watches the girl as she slowly circles the pool and, when she is within reach, lowers its head so that Deyna can pet it. Beguiled by her beauty, it does not resist as the girl places a garland of flowers over its head.



'Come on,' Ruznik says, and you cautiously follow as he leads you round the edge of the pool to join his daughter and the seemingly docile beast. The Unicorn is at your mercy now, but what do you want to do? If you cut off its horn, turn to **381**. If you have a change of heart and want to let it go, turn to **18**.



**91**

You take up your sword, but rather than direct your blows at the beast, you bring it down on the chain. The rusty links shatter and, with a howl of triumph, the monster is free. *Test Your Luck.* If you are Lucky, the monster ignores you and makes for the edge of the pit (turn to **280**). If you are Unlucky, the creature turns its attention on you (turn to **48**).

**92**

You arrive back at the junction in the passage. You look to see the cave entrance in the dim distance but walk straight on. Turn to **71**.



**93**

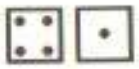
'The two cards you picked were a nine and a three,' you tell the Dwarfs. The shaven-headed miner turns the cards over on the table in front of him, dumbstruck. You are right!

The Dwarfs reluctantly hand over your winnings, accompanied by a lot of grumbling and complaining. (Add the 10 Salacoins to your *Adventure Sheet* and gain 2 points of AMONOUR.) The Salacoins jangling in your pocket, you make your way back to the bar and tell the landlord that you would like a room for the night.

'That'll be 1 Gold Piece, or 10 Salacoins,' he tells you. You can afford it, but are you willing to pay for a room for the night or would you prefer to sleep on the street, so as to save as much money as possible?

If you want to sleep in a bed for the night, you pay the landlord (cross off 10 Salacoins) and turn to **436**. If not, turn to **456**.





94

The Tooki and their Blood Orc masters are dead! (Gain 2 AMONOUR points.) Knowing that the flying ship is still abroad and suspecting that more War-Griffin patrols may soon come in search of the one you have just dispatched, you decide to leave Trolltooth Pass as quickly as you can. Drawing as little attention to yourself as possible, you set off once more for Salamonis. Move the Wheel of the Week on 8 days and then turn to **383**.



95

Strange croaking noises echo through the fens and you put your hand to the hilt of your sword for reassurance. The ground is getting wetter underfoot and you almost slip more than once as you make your way along the trail. You enter another muddy clearing but, other than the path you followed to reach this point, there is only one other path leading away, heading north.

If you have the *World Lore* Special Skill, turn to **75**. If not, turn to **167**.



96

'Very good,' says the Half-Elf. He introduces himself as Arlan Thornel, and then his companions. Your party of seven sets off, deeper into the forest, leaving the Black Unicorn drinking at the Silver Pool, heading ever deeper into the ancient woodland. 'Now tell me,' Arlan says as you leave behind your career as an adventurer to become a student of the Grand Wizard of Yore, 'what do you know of a certain demi-sorcerer warlord by the name of Balthus Dire and his Citadel of Chaos?'

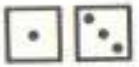


97

'I would suggest you visit the Adventurers' Guild as soon as possible. The Guildmaster is a retired adventurer himself. He posts up any jobs that are going on a board outside the front entrance. However, you will want to make sure you keep far away from the King's Tax Collector, Odious Pinchpenny. He has a habit of taking a little extra for his own operating costs.'

'Where will I find him?' you ask.

'Don't worry, my friend,' Ruznik says with a chuckle. 'He'll find you.'



What do you want to ask your new friend now?

'Is it true the streets are paved with gold?' Turn to **77**

'What coinage is used in Salamonis?' Turn to **204**

'Who is in charge?' Turn to **250**

'Can you tell me more about the great centres of learning?' Turn to **158**

98



When you arrive at the mustering place you are both surprised and delighted to see Nanoc organizing the caravan's bodyguard. 'My friend!' he exclaims when you appear at his shoulder, slapping you on the back so hard that he sends you lurching forward. 'It is good to see you again! Are you looking for a job? I could make use of someone with your skills.'

You tell him that you are indeed looking for a job, and so you sign on to join the company. '10 Gold Pieces now and another 10 when we return,' he tells you, handing over a bag of coins. (Add 10 Gold Pieces to your *Adventure Sheet*.)



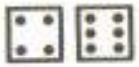
Luquin Garreau, a rotund man with a plaited red beard and his fingers and arms dripping with jewellery, impresses upon you how important it is that you make good speed on your journey to Shazâar. You are provided with a horse, as are the other bodyguards, and as Glantanka the Sun Goddess climbs high into the sky, the caravan sets out.

Leaving Salamonis behind, you follow a well-trodden trading route through the Vale of Willow. Two days out from Salamonis, Nanoc takes you to one side, as you are skirting the Forest of Yore.

'Garreau said that time was pressing, so we could cut south-west, through the foothills of the Craggen Heights. It could take days off our journey, but the hills are home to tribes of Goblins, Trolls and worse, many loyal to the Lord of the Black Tower, Balthus Dire. The safer route would be to follow the regular trading route around the northern edge of the Forest of Yore and across the Southern Plains, but that will take longer. So, what do you suggest?'

If you think you should stick to the regular caravan route, turn to **292**. If you recommend taking a shortcut through the foothills of the Craggen Heights, turn to **306**.





99



Travelling eastwards along the Grand Parade, you pass a number of groups of locals engrossed in their own conversations. As you pass them, you offer a friendly smile, but most ignore you. Those who do acknowledge you give you an unwelcoming scowl in return.

The Grand Parade, which is also known as the Goldenway, is a magnificent avenue, as befits such a wealthy kingdom. Goldenway is the main road through the centre of the city. It is cobbled and lined with statues of the grand elders of Salamonis, past and present. The shops you see lining the road here sell luxury items, such as exotic cooking spices and beautiful ladies' gowns.

But the most wonderful feature is not even apparent. In fact, that is what makes it so special. Whilst lesser towns consider an open sewer, cleansed by rainwater, to be quite an advancement beyond the dig-and-bury home latrine, the sewer in Salamonis is totally hidden away underground. No splashing, no unpleasant smells, no unfortunate accidents resulting in someone falling into an active sewer. On top of that, the sewer is large enough for a

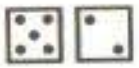


man to stand up in, which could prove of military use in an emergency. A most ingenious idea by King Salamon LVII.

Out of the corner of your eye, you catch sight of a gaunt-looking figure hobbling away down a side street. But what has attracted your attention is the fact that he is carrying a backpack that looks very similar to yours! There must be many adventurers in a place like Salamonis, all carrying their own packs, but if there is a chance it could be yours, surely you have to investigate.

If you want to set off down the side street after the skinny man, turn to **72**. If you would rather keep heading along the Grand Parade, turn to **54**.





## 100

You peer into the gloom to see dark, slimy walls with pools of water on the stone floor in front of you. The air is cold and dank. You light your lantern and step warily into the blackness. Cobwebs brush your face, and you hear the scurrying of tiny feet: rats, most likely.

(Make a note of your current SKILL, STAMINA and LUCK scores.)

You set off into the cave. After a few yards you arrive at a junction. Will you turn west (turn to **71**) or east (turn to **278**)?



## 101

'I'll give you 5 Gold Pieces!' comes a shout from the other side of the square.

'Very well, very well,' mutters the Cursewitch in front of you. 'I'll match that and give you something more valuable than gold into the bargain.'



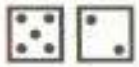
'Done!' you say. The hag reaches inside her filthy robe and pulls out a black velvet bag. Opening this, she empties 5 Gold Pieces into the palm of her clawlike hand and passes them to you in return for the herbs. (Cross off the Ragged Leaves from your *Adventure Sheet* and add 5 Gold Pieces.)

'Now listen carefully,' says the crone mysteriously. 'To break the Shivering Curse, four things you must find: the powdered horn of a unicorn, Medusa Grass, the blood of the Shriekers, and the breath of the one that spoke the curse. And if you're ever passing this way again with any more magical ingredients, do drop by.'

Pondering the meaning of the Cursewitch's words, you pocket the gold and leave without further delay.

Gain 1 AMONOUR point and turn to **181**.







*The Dwarf lets out a final scream and falls silent*

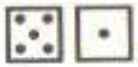


102

The door is not locked and opens. There is a small chamber in front of you, with a Dwarf tied to a hook in the ceiling by his wrists. Two small, hunchbacked creatures are poking him viciously with their swords. The Dwarf lets out a final scream and falls silent, eyes closed. His captors make disappointed noises and look round angrily at you, as if it were your fault that the dwarf collapesed. You must act quickly. Will you:

| | |
|---|---|
| Close the door quickly and continue up the corridor? | Turn to **303** |
| Draw your sword and try to fight the creatures? | Turn to **19** |
| Stride over to the Dwarf, give him a jab with your sword and put on an evil laugh for his captors? | Turn to **68** |





### 103

You hurriedly take the Length of Rope from your pack. Quickly forming a loop at one end, you try to lasso the Queen's deadly-looking sting.

Roll two dice. If the number rolled is less than or equal to your SKILL score, you succeed and make the most of the opportunity (turn to **366**). If the number rolled is greater than your SKILL, you fail, and have no choice but to draw your sword to defend yourself (turn to **398**).

### 104

You don't take kindly to being pushed and so push him back. The vagabond's next shove in turn is more aggressive. Egged on by the others, this is inevitably leading to a Beggars' Brawl. Lacking a weapon, you are forced into a fist fight, and so must deduct 1 from your Attack Strength each Attack Round.

*BEGGAR* *SKILL 4* *STAMINA 6*

If you reduce your opponent's STAMINA score to 2 points or fewer, turn to **124**.





### 105

The Ogre stumbles backwards and trips over the carcass of a dead Hobbit. The monster lands hard on its back, banging its heads together and knocking itself out. With the Ogre out of action, do you want to search the cave, if you haven't already (turn to **189**) or leave as quickly as you can (turn to **125**)?

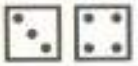


### 106

Medusa Grass has all sorts of uses and is prized by herbalists and alchemists alike. (Record the Medusa Grass on your *Adventure Sheet* but lose 2 AMONOUR points for not keeping your word.) Turn to **383**.

### 107

Your quest to become an adventurer would seem to have been doomed from the start. *Test Your Luck.* If you are Lucky, turn to **197**. If you are Unlucky, turn to **217**.



**108**

You hand over the money, and the Guildmaster hands over your backpack. (Deduct 1 Gold Piece, or 10 Salacoins.) You are delighted to be reunited with the canvas rucksack at last, and unpack it – there, in the middle of the Guild House – just to make sure nothing has gone missing.

Add the following items to your Equipment: Short Sword, Spare Clothes, a Purse containing 12 Gold Pieces, and *Longbeard's Legends of the Windward Plains*. (Add 1 point to your LUCK score and 1 point to your AMONOUR score.)

'If you want to join the Adventurers' Guild, you need to talk to me. For I am Jeskan Stovec, the Guildmaster.'

He explains that it will cost you 2 Gold Pieces and that will give you an Adventurers' Permit, which means you can then take on any of the jobs posted on the Quests Board outside the Guild House. You can also use the permit to prove your credentials to any potential employer, such as a priestess wanting someone to find some magical fungi for her in the Moonstone Hills, or a merchant who's looking to hire guards for his caravan travelling to Chalice. 'But you look like you're new to this game,' he says, giving you the once-over. 'If I were you, I'd get some training before setting yourself up as a sword for hire.'



Without having to be asked twice, you hand over the money and the Guildmaster writes out a permit for you. (Deduct 2 Gold Pieces and add the Adventurers' Permit to your *Equipment List*.)

If you want to ask the Guildmaster for his advice regarding where to train, turn to **127**. If you would rather set out on a quest straightaway and prove yourself as an adventurer that way, turn to **389**.



**109**

As you proceed along the left-hand branch, it begins to slope downwards. Water drips from the ceiling to pool on the uneven rock floor of the tunnel. Rather than being lit by regularly spaced lanterns, burning torches illuminate the ways onwards from here. Eventually you reach another junction. Neither of the tunnels that continue from this point are lit, so you lift one of the torches from its wall bracket and hold it aloft. As you are considering which way to go, you fancy you hear distant footsteps coming from the right-hand passage. This time, do you want to head left (turn to **395**) or right (turn to **182**)?

**110**

What have you learned since arriving in Salamonis? Do any of the following mean anything to you?

| | |
|---|---|
| The Forest of Spiders? | Turn to **202** |
| Benboy? | Turn to **222** |
| The Half-Darned Sock? | Turn to **242** |

If none of the above mean anything to you, turn to **115**.

**111**

A circle symbolizes both nothingness and all things, which is the paradox at the heart of Chaos. So, the Sisters of the Brotherhood are a Chaos cult of some kind. As soon as you make that connection, a flood of information fills your mind that can only have come from the Oracle. Turn to **37**.

**112**

You are about to step on to the bridge when you see the flickering torchlight glint from the blade of a knife in the man's hand. 'Stay away!' he shouts as he takes the knife to one of the ropes holding the bridge up. You change your mind pretty quickly then, but you are not out of danger yet. An ear-splitting shrieking sound suddenly echoes from one end of the crevasse. It is such a horrible sound it makes your heart race, and your own limbs start to shake! If you have some Beeswax, turn to **154**. If not, turn to **134**.



**113**

You arrive at another junction in the passage. You may either go northwards (turn to **285**) or continue eastwards (turn to **78**).



**114**

You bound to the top of the dais, sword in hand, ready to take the zealot prisoner and march him out of the temple with your blade to his throat to stop any of his devotees trying to stop you. But Cardinal Zyn has other ideas. He pulls a dagger with a long, curved blade from within his robes and prepares to fight for his freedom.

| | | |
|---|---|---|
| *CARDINAL ZYN* | *SKILL 10* | *STAMINA 11* |

If you reduce Zyn's STAMINA score to 3 points or fewer, turn to **135**.

### 115

What do you want to do now? Choosing something you haven't tried already, will you:

| | |
|---|---|
| Visit the Halls of Learning? | Turn to **15** |
| Train with Oran Flintforge at the Guild? | Turn to **414** |
| Visit the Temple of Logaan? | Turn to **146** |
| Set off on your first quest? | Turn to **297** |



### 116

The two drunken ORCS now facing you are obviously startled at your entrance and, as quickly as they are able, they fumble around for their weapons. You must attack each one in turn. Their drunkenness allows you to add 1 point to your dice roll when rolling to work out your Attack Strength during each Attack Round.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First ORC* | *5* | *4* |
| *Second ORC* | *5* | *5* |

If you win the battle, turn to **378**. If you wish to *Escape* during the battle, you may do so by turning to **42**. However, if you lose the battle, turn to **200**.



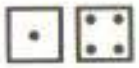
### 117

There is only way out of your dire situation – you are going to have to fight! No one could question your bravery, but taking on two Tooki War-Griffins is surely a guaranteed way to bring your short career as an adventurer to an abrupt end. The Tooki circle above you, taking turns to attack, using their sharp beaks and savage claws, so you may fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First TOOKI* | *8* | *10* |
| *Second TOOKI* | *8* | *10* |

If you win, turn to **94**.





118

'I would suggest you visit the Adventurers' Guild as soon as possible. The Guildmaster is a retired adventurer himself. He posts up any jobs that are going on a board outside the front entrance. However, you will want to make sure you keep far away from the King's Tax Collector, Odious Pinchpenny. He has a habit of taking a little extra for his own operating costs.'

'Where will I find him?' you ask.

'Don't worry, my friend,' Ruznik says with a chuckle. 'He'll find you.'

Turn to **270**.





119

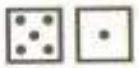
You do as the hypnotic voice bids and the Yorefolk lower their bows. 'Thank you,' says their leader. 'As I said, we have seen great potential in you and believe you might have what the Grand Wizard is looking for.'

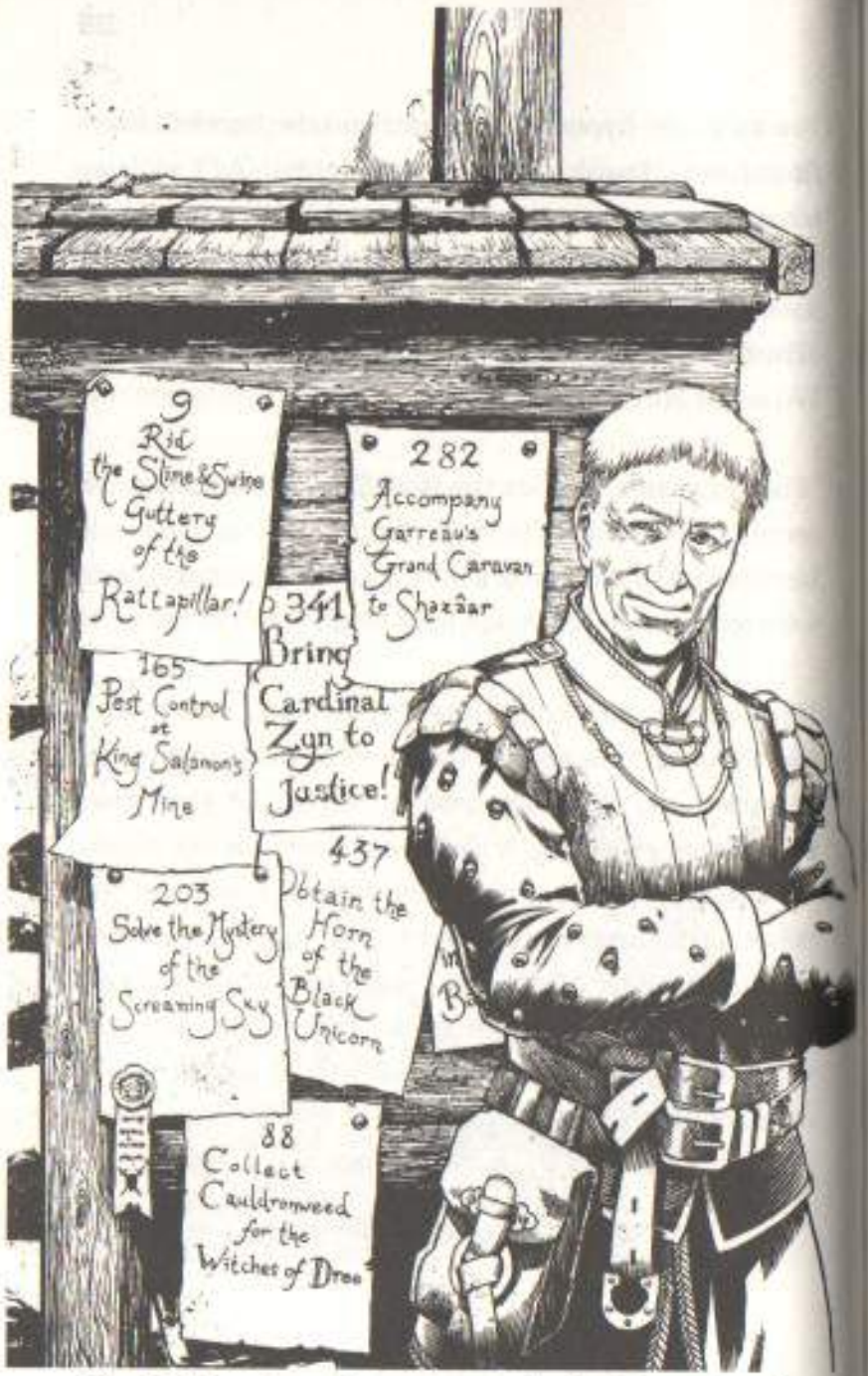
'The Grand Wizard?' you exclaim in surprise. 'The Grand Wizard of Yore?'

'The very same,' replies the Half-Elf. 'He is seeking new recruits for his School of Magic, for one of his students will be required to undertake a most vital task. Will you come with us now to meet Vermithrax Moonchaser in person?'

If you want to go with the forest's guardians, turn to **96**. If you think it is time you left the Forest of Yore and returned to Salamonis, before you depart, the Half-Elf gives you a brooch that looks exactly like an oak leaf made out of gold: 'As a lasting symbol of our friendship and trust. And take this too.' He hands you a leather bag. 'It contains a precious substance called Alicorn. You will know when you need to use it.' Record the Golden Oak Leaf and the Alicorn on your *Adventure Sheet*, move the Wheel of the Week on 8 days and turn to **383**.








*The Guildmaster asks you to examine the Quests Board*



120

'So, what's it to be?' the Guildmaster asks as you examine the Quests Board outside the Guild.

Take a look at the illustration opposite. On it you will see a list of available quests, with a job number next to each one. To embark on a quest, turn to the section that is the same as the number that has been allocated to that job by the Guildmaster. (Please note that you may only attempt each quest once unless expressly stated otherwise in the text.)



## 121

You turn on your heel and run, pushing your way past the other shoppers as you attempt to escape the Tax Collector. Behind you, you hear Pinchpenny shout, 'Midnight!' This is followed by a furious barking as the mastiff comes after you. You do not have a hope of escaping the dog in the crowded market. The animal quickly catches up with you and sinks its teeth into your leg to stop you getting away. (Lose 2 STAMINA points and add the Dog Bite to your *Adventure Sheet*.) Turn to **232**.

## 122

You follow the path north-west from the port in the direction of West Gate. Along the way you check with passers-by that you are heading in the right direction, but why does everyone laugh when they hear you are going to Snouter's?

When the wind changes direction, you realize why. The stench is absolutely horrendous! The Guttery itself is little more than a ramshackle hut buzzing with flies. As soon as you set eyes on the owner, you understand why he's called 'Pigboy' Snouter, and it has nothing to do with the fact that he deals in pig guts. He looks like one!

'You looking for work?' Snouter calls to you. He is wearing a filthy apron that is smeared with blood and much worse.



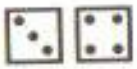
'How did you know?' you ask.

Snouter laughs. 'It's the only reason anyone comes here, otherwise we have to go to them!'

Do you want to tell Snouter that you are indeed here looking for work (turn to **142**), or do you think it would be wiser to turn on your heel and head back into town (turn to **89**)?

## 123

You do not have to wait long for the arrival of the Galleykeep. You spend the night in your bed in the barracks and when you rise in the morning you find a colossal ship anchored above the Testing Grounds. It looks like it should be riding the seas rather than the skies above Allansia, and the sight of the skull emblazoned upon the galleon's main black sail fills you with trepidation. But you cannot remake the choices that have led you to this point and so you join the other successful new recruits in climbing the rope ladders that are thrown down over the sides of the vessel and make your way up on to the deck of the strange flying ship. You are now one of Zharradan Marr's legionaries, and will lay down your life in battle, if he so demands it, when he challenges Balthus Dire of the Black Tower for control of Trolltooth Pass.



**124**

Your opponent lies bruised and bleeding on the ground. The other beggars are impressed by your brawling skills and move aside to let you pass. The fight has put you off becoming a beggar, but before you leave you go through the unconscious wretch's pockets. In one you find 3 Salacoins. (Enter these on your *Adventure Sheet* and gain 2 points of AMONOUR.)

The fight over, the beggars drift away and return to their own begging spots. 'You're handy with your fists, aren't you?' comes a voice from nearby. It belongs to a lean man, dressed in once-fine clothes that have now seen better days. He has a curling moustache on his top lip, a beard on his chin and a twinkle in his eye. Turn to **194**.



**125**

The Ogre is oblivious to the fact that its next Meal is making its escape. You hurry out of the cave and, as you do so, you pass a small figure hiding in an alcove just inside the entrance. The little man is dressed in bright green clothes, and has pointed ears, bright orange hair and a wicked grin on his face. 'Mind how you go,' he says with a cheery wave as you run past him. Turn to **211**.



**126**

'I think he could be hiding out in a silver mine, in the hills to the north of the city,' you say.

'Then that is where we will look for him,' Hans replies. Turn to **362**.



**127**

'What do you suggest?' you ask.

'Well, Salamonis's Palace of Learning houses King Salamon's famous library. As well as containing books on myths, legends and monsters, there are also treatises about advanced fighting methods. Although nothing beats actual physical training when it comes to swordplay,' he says. 'Oran Flintforge will teach you all he knows about tricks and traps, for a fee of 3 Gold Pieces, right here at the Guild. And I've heard tell that the Temple of Logaan teaches skills that, by rights, it shouldn't be possible to teach.'



These all sound intriguing, but perhaps you've already met someone, since arriving in Salamonis, who could help train you. If you think you have, turn to **110**. If not, what do you want to do?

| | |
|---|---|
| Visit the Halls of Learning? | Turn to **15** |
| Train with Oran Flintforge at the Guild? | Turn to **414** |
| Visit the Temple of Logaan? | Turn to **146** |
| Set off on your first quest? | Turn to **389** |



**128**

It does not look like anyone has been down here for a long time and you notice a number of the wooden roof supports are rotten and flaking. If you have the *Trap Knowledge* Special Skill, turn to **160**. If not, turn to **191**.

**129**



When you arrive at the mustering place you are surprised to see that the Strongarm Captain the merchant has hired is the Flatlands Barbarian Nanoc who arrived in Salamonis



on board the same longboat that you did. You report to him and tell him that you have come from the Adventurers' Guild.

'You're looking for a job?' he laughs. 'Well, I suppose you could keep an eye on the womenfolk at the back of the caravan.' You don't see that you have much choice, so you agree and gratefully accept the bag of coins he gives you. '6 Gold Pieces now and the rest when we return,' he explains. (Add 6 Gold Pieces to your *Adventure Sheet*.)

Luquin Garreau, a rotund man with a plaited red beard and his fingers and arms dripping with jewellery, impresses upon you how important it is that you make good speed on your journey to Shazâar. You are provided with a horse, as are the other bodyguards, and as Glantanka the Sun Goddess climbs high into the sky the caravan sets out.

Leaving Salamonis behind, Nanoc leads the caravan along the well-trodden trading route through the Vale of Willow. Two days out from Salamonis, Nanoc calls a meeting of all the bodyguards.

'Garreau has been on my back,' he says, keeping his voice low so that your employer cannot hear what is being shared. 'He's keen to reach Shazâar as quickly as possible. The thing is, we could cut south-west, through



the Craggen Heights, but the hills are home to tribes of Goblins, Trolls and worse, many loyal to the Lord of the Black Tower, Balthus Dire. Or we stick to the regular route that will take us around the northern edge of the Forest of Yore and across the Southern Plains, but that is also the slower option. So, I suggest we vote on it. What say you?'

The rest of you readily agree. A straw poll is taken, with Nanoc and two of the Strongarms voting to cut south-west through the Craggen Heights, while the rest vote to stick to the well-travelled route.

'It looks like you have the casting vote, my friend,' the Barbarian says, fixing you with his steely gaze. 'So which way do you think would be best? Should we stick to the regular caravan route (turn to **292**), or take a shortcut through the foothills of the Craggen Heights (turn to **306**)?'



**130**

All is calm... Opening your eyes again, you see the Unicorn is standing perfectly still, as if waiting for something. Slowly you creep towards it through the undergrowth. You can see its ribcage heaving under its silky black coat, its ears twitching, its eyes unblinking. Turn to **157**.



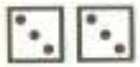
**131**

'Very well then,' snarls the hag. 'If that's how you want it, so be it!' She reaches into a sleeve of her ragged robe and pulls out a twisted Darkwood wand. Muttering under her breath, she uses it to describe curious patterns in the air in front of you. Your body is filled with a strange tingling feeling and suddenly you start to shrink. The world grows rapidly around you, while the Cursewitch before you becomes as tall as a Mountain Giant. Shuffling out of your clothes, you make your escape, hopping across open ground until you plop into a filthy gutter at the edge of the square, which is much more to your liking, and where you begin your new life as a toad.

**132**

Taking the Length of Rope from your pack, you quickly form a loop at one end and try to lasso one of the creature's great claws.

Roll two dice. If the number rolled is less than or equal to your SKILL score, you succeed; when you come to fight the tethered creature, you may reduce its SKILL score by 2 points. If the number rolled is greater than your SKILL, you fail, and the monster snatches the rope from your hands; cross the Rope off your *Adventure Sheet* and lose 1 STAMINA point due to rope burns. Now turn to **48**.



### 133

Both guards seize you and drag you off to the nearest Guard House. There you are thrown into a filthy cell for the night, without even having the chance to protest or ask to see a lawyer. The next morning a face appears at the bars of the cell door. It is that of Odious Pinchpenny, the Royal Tax Collector! 'If you want to escape this place, you must pay me 8 Gold Pieces,' he growls, his voice full of cold menace. What do you want to do? Pay the Tax Collector the 8 Gold Pieces, if you can afford it (turn to **221**), or tell him he can leave you there to rot for all you care (turn to **148**)?

### 134

The sound is like a cacophony of screams, but they are so loud and terrible and so inescapable that you feel like your ears could start to bleed at any moment, or that you will go mad if you have to listen to the discordant shrieking a moment longer! (Deduct 1 point from both your current SKILL and your Initial SKILL score.) And then the source of the terrible shrieking appears. Turn to **175**.

### 135

You knock the dagger from his hand and the battle is over. However, before you can take him prisoner, Cardinal Zyn grabs the wrist of the hand in which you hold your sword and pulls himself on to the blade. You watch in horror as the insane priest breathes his last. You suppose you have



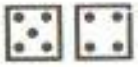
delivered him to a justice of sorts. However, as his last breath escapes his body, you are sure you see something like a black wisp of smoke slip from between his lips. If you have an Empty Bottle and want to try to capture his last breath within it, turn to **230**. If not, turn to **264**.

### 136

You lie as still as you can in the long grass, listening to the pounding of your heart in your chest and the screeching cries of the War-Griffins. But rather than the beating of their eagle wings fading into the distance, you hear the Tooki land close by and the grunts of the Orcs as they dismount from their winged steeds. The Blood Orcs' skin is a deep maroon in colour, and they have stubby horns growing from their foreheads. Fearing that they will find you sooner or later, you decide to stand while you still have the element of surprise. Leaping to your feet, you run at the Orcs, a battle cry on your lips and your sword held high above your head. You must fight them at the same time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First BLOOD ORC* | *7* | *7* |
| *Second BLOOD ORC* | *7* | *6* |

If you win, the startled Tooki take to the air. But just when you think they are going to fly back to the ship they swoop down and attack. Turn to **117**.



137

'I would not be much of an adventurer if I did not complete the quests I was sent to complete,' you tell the Half-Elf a little arrogantly. But as you raise your sword, ready to finish this one, half a dozen arrows find their mark. You drop to the ground, dead.



138

'Well, Salamonis is renowned throughout all Allansia for its ancient and extensive library. And, of course, a few leagues from here, in the Forest of Yore, Vermithrax Moonchaser has his school of magic, but I don't think he's taking on any new apprentices at present. If it's some basic magic you're after, I could teach you Spelling. No, not that sort of spelling! As in magic spells! But if it's your combat skills you're looking to improve, there's no better way than to learn on the job with the Strongarms, providing protection for one of the many merchant caravans that cross the plains. Then again, there are rumours of a Training Ground – or Testing Ground, I'm not sure which – in the Forest of Spiders away to the north, but I wouldn't know about that.'

What do you want to ask your new friend now?



'Is it true the streets are paved with gold?' Turn to **77**

'Where can someone new to the city find work?' Turn to **118**

'What coinage is used in Salamonis?' Turn to **204**

'Who is in charge?' Turn to **250**

139

Deterred by your daring defence, the Swarm breaks off its attack and the Shriekers return to the darkness of the mine's deepest tunnels and forgotten galleries. Healing Hans sets about enthusiastically filling glass phials with the creatures' blood, which is a putrid green colour and gelatinous in consistency. When you ask him why he is doing this, he replies, 'Because it is a potent alchemical concoction and is needed to break the curse that has the Shivering Man in its thrall.'

Add the Shrieker Blood to your *Adventure Sheet* and turn to **62**.





## 140

You are hurried along a dark passageway by faceless figures wearing long red robes with the hoods pulled up. The cultists lead you to a chamber in which more of their cloaked brethren are waiting. You are pushed into the centre of the room, and they form a circle around you.

'Another seeks to join our number,' says one of the faceless figures.

'Then they must be put to the test,' comes a voice from the other side of the circle.

'Yes, the test,' says a third. The rest of the cultists take up the chant: 'The test. The test. The test!'

'Silence!' demands a fourth voice, and the chant drops to become a murmur. You turn to face the speaker, who then says, 'To be admitted to the Sisters of the Brotherhood you must face the ordeal by dilemma.' What can they possibly mean?

'You believe that all human life is sacred,' takes up another of the cultists. 'Walking through the hills above Trolltooth Pass you hear a man crying for help. He has been bitten by a serpent, the venom of which is known to be deadly. The man is slowly dying and is in great pain.



He pleads with you to put an end to his agony. What will you do?'

Seeing as how you are surrounded by the cultists, and you do not actually know which one of them is Cardinal Zyn, you decide it is probably best if you play along with them, at least for the time being. So how will you reply?

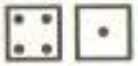
'Put a merciful end to his misery – he is destined for a higher place.' Turn to **166**

'Leave him be and continue my journey.' Turn to **186**



## 141

As soon as Pinchpenny sees you are going for your sword, he gives a cry of, 'Midnight, kill!' and the mastiff leaps at you, sinking its teeth into your forearm. (Lose 2 STAMINA points and 1 SKILL point and record the Dog Bite on your *Adventure Sheet*.) Turn to **232**.



## 142

You follow Snouter inside the hut, wondering how long you can hold your breath for. This is where Snouter and his younger brother Jowler undertake what is surely the most disgusting job in all of Salamonis. They process the rotting guts of dead pigs, fish and other odorously decaying animals.

Clearly Snouter's hygiene is lax and for some, such work is too much to bear. They get physically sick on the job, which only adds to the stench! It's said that both Snouter and Jowler can only run the business because they have no sense of smell whatsoever. However, the Guttery has a reputation for producing the finest rotten entrails in Allansia. Once suitably decomposed, the Guttery's products are exported, mainly to Shazâar, where the acidic slime is considered a rare delicacy, forming the basis of a piquant gravy known as lamoy.

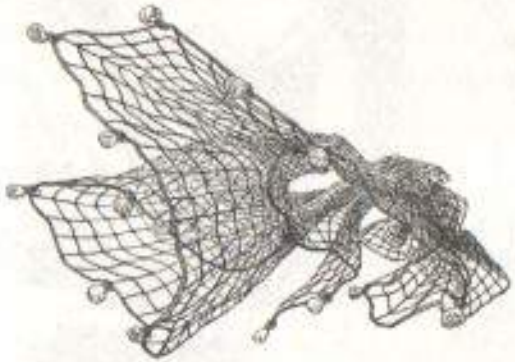
'Look,' Snouter admits. 'I know it isn't a glamorous job. Some people can't stand it for longer than a couple of hours. But just stick it out and I'll pay well for a fair day's work. And it's tax-free!' he says. 'After all, a hog may have habits that disgust, but who would turn his nose up at its meat?'

If you can just put up with the stink for a few hours, this



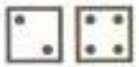
seems a good way to make a decent wage – 5 Salacoins for a day's labour – and so you shake Snouter's hand and set to work. You are given the job of separating the fish guts from swine fat. The stench is almost overwhelming.

Roll one die. If you roll 1–3, turn to **162**. If you roll 4–6, turn to **192**.



## 143

Not knowing when the Galleykeep might turn up, you decide to flee the Testing Grounds that very night. It is past midnight when you rise from your uncomfortable cot and sneak out of the barracks. Do you want to make for the large iron gates by which you first entered the Testing Grounds (turn to **164**), or do you want to try scaling the wall that surrounds the compound and make your escape that way (turn to **185**)?





*He is accompanied by a large, vicious-looking mastiff*



144

You arrive at the Bazaar and are immediately drawn to an open-fronted shop where two dodgy-looking thugs are bawling their wares. From what you can make out, they sell second-hand questing equipment: weapons, armour, blankets, waterskins and virtually anything you might need on a long journey. Appearance-wise the two are so similar that they must surely be related. The only way of telling them apart is that one is slightly taller than the other and bears a nasty scar down the right-hand side of his face. You see a sign behind the stall which reads: 'The Famous Bruise Brothers of Salamonis – Quality Weapons at Affordable Prices.'

'What d'you want?' asks the scar-faced brother. 'Swords? Shields? Daggers? How about some armour? Good price! Or perhaps a buckler? Buy from the Bruise Brothers. Don't forget the name. We won't forget you...' You wonder what the significance of them not forgetting you is, but no matter. The brothers can see you're interested.

Suddenly the brothers tense. Coming towards you is a meek-looking older man, dressed in fine clothes, and carrying a small chest about his person. Curiously, his sudden appearance seems to have a similar effect on other nearby Salamonians. 'Oh no, it's Odious Pinchpenny, King Salamon's Tax Collector,' Scarface hisses. 'He's the most

feared and loathed man in all of Salamonis.'

Pinchpenny is not alone. He is accompanied by a large, vicious-looking mastiff.

If you have the word 'Wanted' written down on your *Adventure Sheet*, turn to **459**. If not, turn to **32**.

**145**

The box has fallen to the ground during your fight with the Snake and out of it has fallen a bronze-coloured key with the number 99 carved into it. You may take this key with you (note it on your *Equipment List*) and leave the room. Add 1 LUCK point and return to **363**.

**146**

When you asked the Guildmaster where you could find the Temple of Logaan he replied mysteriously, 'Those who seek it will always find it. Trust your luck.'

So it is that you find yourself wandering the back alleys of Salamonis hoping you will somehow chance upon the temple without actually knowing where it is. Descending a flight of stone steps, you find yourself in a small courtyard. On the wall ahead of you is a bronze plaque depicting the trickster god in the form of a crazed clown with a six-pointed star on his chest.



'You looking for the Temple of Logaan, then?' comes a voice, and you turn to see a boy crouched in one corner of the courtyard. He is dressed in bright green clothes and has dazzling orange hair. He is playing with something in his hands that you cannot see.

When you reply that you are, the boy points at the bronze plaque: 'Well, you're in luck. Lord Logaan awaits.'

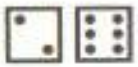
You approach the wall and, curious as to what will happen, place your hand on the six-pointed star. You hear a click, and a section of wall slides back to reveal an opening. You can make out a long, narrow passageway on the other side. If you want to see where the passageway leads, turn to **438**. If you have had a change of heart, turn to **346**.

**147**

You leave the room and open the box in the passage. Inside you find a single Piece of Gold and a small mouse, which must have been the creature's pet. You keep the coin and release the mouse, which scurries off down the passageway. Gain 2 LUCK points and turn to **208**.

**148**

'Have it your way,' Pinchpenny says, and then leaves. You said he could leave you there to rot, and that is precisely what he does.



### 149

You are losing the battle with the two-headed Ogre but, as it prepares to take another swing at you with its club, you see your chance to escape. Turn to **169**.



### 150

And so, you join Nanoc the Strongarm Captain in escorting the caravan of Velenore Musek, carrying spices and animal hides, to Wolftown, many leagues away on the other side of the Flatlands. Fortunately, you are provided with a horse for the duration of the trip, which takes many weeks and is not without event. There are Centaurs and Felinaurs to contend with, as well as Hobgoblin bandits, but each encounter you survive only serves to make you stronger. You spend a week resting up in Wolftown, while Velenore sells on her wares and does various deals, buying corals and wondrous shells recovered from the Sea of Pearls to sell back in Salamonis and Port Blacksand to her well-to-do customers, and you pass the time being coached by Nanoc in advanced fighting techniques, including unarmed combat. Seven days later you are on the road again, retracing your route back across the Flatlands.



(Tick off the *Brawling* Special Skill on your *Adventure Sheet* and gain 3 AMONOUR points. You also gain two further special abilities, Second Chance Rolls (if you do not already have this ability) and the Instant Death Roll. In the case of Second Chance Rolls, if you don't like the result of a dice roll you may roll again, but you must accept the result of your second roll. With the Instant Death Roll, if you roll two sixes when calculating your Attack Strength, you can choose to treat this as a battle-ending blow, no matter how many STAMINA points your opponent has left. You may only use each of these very special abilities a maximum of three times and no more.)

You are less than a league from Salamonis, passing through a wooded area in the southern reaches of the Moonstone Hills, when a band of Brigands launches a surprise attack. Roll two dice. If the number rolled is equal to or less than your SKILL score, turn to **179**. If the number is higher than your SKILL score, turn to **199**.

### 151

You hold the item before you as the Shriekers swarm out of the tunnel. Unperturbed, one of the creatures swoops down and snatches the object from your hand with its jaws. (Remove the item you selected from your *Adventure Sheet*; you may not use it again.) You have no choice but to join the Dwarfs in trying to fight off the horrors while keeping



Healing Hans and the Shivering Man safe from harm.

Fight the Shrieker Swarm as if it was one creature. However, whilst fighting the undead flying fish, you must reduce your Attack Strength by 2 points, due to the terrible screams that constantly issue from their fanged mouths.

*SHRIEKER SWARM* *SKILL 8* *STAMINA 8*

If you defeat the Swarm, turn to **139**.



**152**

'That's enough!' snaps the wizened hag. 'Accept my offer and leave, or you won't be leaving at all!'

If you want to accept the crone's original offer, turn to **198**. If you want to keep going in the hope of auctioning off the Cauldronweed to the highest bidder, turn to **131**.

**153**

You tell the beggar that you didn't mean to encroach on his patch and that you only tried begging in the first place because of the misfortune that befell you on the way to Salamonis. The beggar, whose name it turns out is Vagan, takes pity on you and tells you that Pigboy Snouter is always looking for willing workers to help him at the Slime and Swine Guttery. Before he sends you on your way, he grabs hold of your wrist and, before you can stop him, scratches a large letter B on your forearm with a ragged fingernail. (Lose 1 STAMINA point.)



'Now you have the Beggar's Mark,' he says with a snarl, 'which means you must abide by the Beggarman's Code. And that means no more begging on a brother's turf, understood?'

Not wishing to get into a fight with Vagan, you nod in agreement and hurry away from the Boondocks. (Lose 1 AMONOUR point.)

If you want to look for the Slime and Swine Guttery, in the hope of getting some work there, turn to **122**. If you would rather join the other new arrivals in heading into the city, turn to **89**.

**154**

Hurriedly taking the Beeswax from your backpack, you break off some small lumps and push them into your ears. As you become deaf to all sound other than that of your own thudding heart, you feel relief wash over you. But then the source of the dreadful sound makes itself known. Turn to **175**.



155

The door splits along its length and you can wrench the timbers apart to let yourself in. A torch hangs from one wall, lighting up a small armoury room stocked with swords, shields, helmets, daggers, breastplates and the like. You examine the weaponry and find nothing appearing superior to your own sword. However, a circular iron shield with a golden crescent at its centre catches your eye. You pick it up and feel its weight on your arm. If you wish to take this shield it will aid you in battles by helping to fend off wound damage inflicted by a creature on you. If, during a future battle in which you are using this shield, a creature wounds you, you may roll one die. If you throw a 6, the creature inflicts only 1 point of damage instead of the normal 2. If, for some reason, the creature would normally only inflict 1 point of damage, then a successful roll of 6 would mean that no damage is done. However, the shield is heavy, and you will have to leave behind one item of equipment (adjust your *Equipment List*) to be able to carry it.

You now leave the room and continue up the corridor. Turn to **300**.

156

You charge the door with your shoulder. The wood cracks but remains intact. (Lose 1 STAMINA point for the damage



done to your shoulder and if this means you are dead, turn to **200**.) Do you want to try again? If so, turn to **343**. If not, turn to **92** to return to the junction.

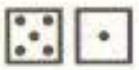


157

The Black Unicorn is under your power now. There is nothing to stop you removing its horn and taking your prize... Or is there? You suddenly become aware of movement in the trees around the Silver Pool and then it is as if the forest has come to life, as half a dozen figures emerge from the shadows between the trees. They are all dressed in forest-coloured clothes, and approach with their bows drawn. These are the Half-Elven Yorefolk, and it is their sworn duty to protect the sacred woodland and its inhabitants from those who would seek to cause harm.

'Adventurer,' their leader says in a lilting, almost hypnotic voice, 'we have followed your progress through the forest, and you are clearly someone of great courage, intelligence and potential. I cannot fathom what you want with the Black Unicorn, but I beseech you to let the animal go.'

Will you do as the Half-Elf requests and release the Unicorn from your control (turn to **119**) or are you determined to complete your quest and take its horn (turn to **137**)?



### 158

'Well, Salamonis is renowned throughout all Allansia for its ancient and extensive library. And, of course, a few leagues from here, in the Forest of Yore, Vermithrax Moonchaser has his school of magic, but I don't think he's taking on any new apprentices at present. If it's some basic magic you're after, I could teach you Spelling. No, not that sort of spelling! As in magic spells! But if it's your combat skills you're looking to improve, there's no better way than to learn on the job with the Strongarms, providing protection for one of the many merchant caravans that cross the plains. Then again, there are rumours of a Training Ground – or Testing Ground, I'm not sure which – in the Forest of Spiders away to the north, but I wouldn't know about that.'

Turn to **323**.

### 159

You open the door into a large room which can only be the dining room of the same warty-faced creatures you now recognize. Sitting round a large table are five ORCS busily drinking and dribbling their bowls of rat-gizzard soup. All are involved in a rowdy argument as to who will get to chew the rat bones left in the large soup cauldron, so they do not see you enter. You may be bold and prepare to attack them (turn to **365**) or you may not relish the prospect of



taking on five of these creatures and try to escape. If you wish to leave the room, *Test Your Luck*. If you are Lucky, you get out without them noticing (turn to **237**) – there is no penalty for escaping. If you are Unlucky, they notice you. Prepare for battle and turn to **365**.

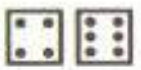
### 160

Considering the state of the roof supports and the fact that these mine workings appear to be abandoned, you suspect it would be dangerous to proceed any further. Will you:

| | |
|---|---|
| Retrace your steps and enter the right-hand tunnel? | Turn to **394** |
| Retrace your steps and go the other way at the last junction? | Turn to **182** |
| Retrace your steps and leave King Salamon's Mine? | Turn to **214** |
| Press on regardless? | Turn to **191** |

### 161

Severing the Rock Grub's head from the rest of its disgusting body, you secure it to your backpack with a piece of twine before setting off, back up the spiralling tunnel to the junction where you thought you heard footsteps echoing from the passageway to the right. Do you want to follow that passageway now, to see where it leads (turn to **182**), or do you want to leave the mine (turn to **214**)?



**162**

It is not long before the stink makes your eyes water, and you feel the gorge rise in your throat. (Deduct 1 STAMINA point.) Swallowing hard, you try to put the thought of the smell out of your head and just focus on the job at hand. Turn to **215**.

**163**

As you brandish the pair of scales before you, the Shrieker Queen hisses, as if in anger, and darts forward to attack. You are caught off guard, meaning the monster automatically gets in an unopposed strike. (Lose 3 STAMINA points.) Hastily drawing your sword, you prepare to defend yourself as the Queen tries to bite off your head.

| | | |
|---|---|---|
| SHRIEKER QUEEN | SKILL 11 | STAMINA 14 |

If you manage to defeat the monster, turn to **470**.



**164**

You make it all the way to the gates without being seen. As you ease them open ... *pop!* The Pixie gatekeeper appears out of thin air. 'Where do you think you're going, Number Forty?' he asks. Before you can answer he snaps his fingers, and you find yourself unable to move! And that is how



you stay until the sky-going ship and Zharradan Marr's personal headquarters, the Galleykeep, arrives at the Testing Grounds the following morning. But rather than being taken on board as one of Marr's elite guards, you are sent up there as food for the hungry crew.

**165**

'You know about King Salamon's Mine, don't you?' the Guildmaster asks, without waiting for a reply. 'It lies in the hills north of the city. Trouble is, when you start digging around underground, it's only going to be a matter of time before you disturb something that would have been better left alone.'

'Do you know what sort of pests the miners are having trouble with?' you ask.

'No idea. Could be anything from Ratmen to Rock Grubs. Who knows? Mind you, if you're planning on heading underground yourself, it might be wise to visit the Bazaar before you set off.'

If you want to head to the Bazaar to equip yourself for the task ahead, make a note of the number '273' on your *Adventure Sheet* and then turn to **400**. If you would rather set off for King Salamon's silver mine straightaway, turn to **273**.



### 166

Another of the cultists takes up this strange story: 'The poor man pleads with you and hands you his dagger, baring his chest to give you a clear target. Swiftly you do the deed, plunging the dagger into his heart. He dies with a smile of contentment on his face. Now that he is dead, do you want to search him for valuables, or leave him alone and go on your way?' What will you say?

| | |
|---|---|
| 'Search him.' | Turn to **205** |
| 'Go on my way.' | Turn to **244** |

### 167

A booming croak, which sounds more like a throaty belch, startles you. It sounded like whatever made the noise is close by. Not wanting to run into one of the Toadmen of Bu Fon Fen, you pick up the pace and hurry across the muddy space between the reeds. *Test Your Luck*. If you are Lucky, turn to **335**. If you are Unlucky, turn to **187**.



### 168

You open the door to a large room. A large chair behind a solid-looking table suggests to you that someone, or some*thing*, of rank uses this room. A chest in the centre catches your eye. In a corner of the room stands



a man-sized creature with a warty face, standing over a smaller creature of a similar race. With the whip in his hand, the ORC CHIEFTAIN has been beating his servant, who is whimpering beneath him. Will you:

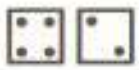
| | |
|---|---|
| Attack them both? | Turn to **372** |
| Spring at the Chieftain in the hope that his servant will aid you? | Turn to **65** |
| Leave the room and head back to the junction? | Turn to **293** |



### 169

Taking your life in your hands, you run for the exit. Your pounding footsteps echo from the cave walls and then you hear the surprised shouts and grunts of the Ogre, and then the sound of it coming after you.

With the two-headed Ogre in hot pursuit, you sprint out of the cave. As you do so, you pass a small figure crouching just inside the entrance. The little man is dressed in bright green clothes, and has pointed ears, bright orange hair and a wicked grin on his face. 'Mind how you go,' he says with a cheery wave as you run past him. Turn to **211**.





*It whips its grub-like head forward*



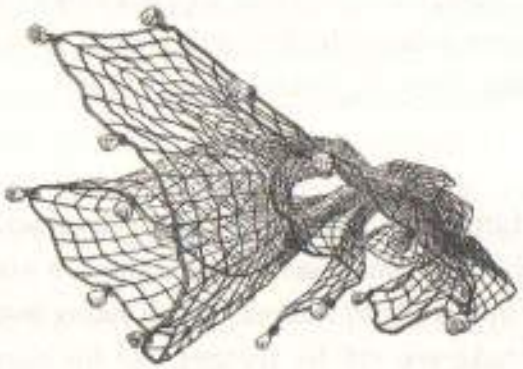
**170**

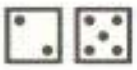
As you prepare to give the horror a taste of cold steel, it whips its grub-like head forward and spits a gobbet of slime at you.

Roll two dice. If the number rolled is less than or equal to your SKILL score, turn to **332**. If the number rolled is greater than your SKILL, turn to **312**.

**171**

There are plenty of vines nearby, trailing over the boggy ground, but none are within reach. And then, to your utter disbelief, several of them start to twitch and slither towards you. They wrap around your arms and start to pull, and do not stop until you are clear of danger. Then they let go, inanimate lengths of plant fibre once more. Turn to **335**.





### 172

'3 Gold Pieces? Is that all? After taking my life into my hands to collect this finest Cauldronweed from the holy herb gardens of Bu Fon Fen?' you exclaim, raising your voice so the gathering crowd can hear. 'Who will give me 6 Gold Pieces for this Cauldronweed?'

A murmur passes around the ring of witch-women. Encouraged by the interest, you continue in a similar vein, turning on the charm in the hope of wringing as much money from them as possible.

If you have the *Charisma* Special Skill, turn to **101**. If not, *Test Your Luck*. If you are Lucky, turn to **101**, but if you are Unlucky, turn to **152**.

### 173

You are surrounded by tall, swaying grass and so lie flat on the ground, trying to make yourself look as small and insignificant as possible. *Test Your Luck*. If you are Lucky, turn to **466**. If you are Unlucky, turn to **136**.

### 174

You tell him all about life back home, about your family, your ambitions, your reservations about the whole trip... None of this is of any interest to the young man, but he cannot shake you off. He reaches into his purse at last

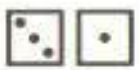


and takes out 2 Salacoins, throwing them on the ground at your feet in contempt. (Record the 2 Salacoins on your *Adventure Sheet* but lose 1 AMONOUR point.) Turn to **41**.

### 175

Flying along the chasm towards you is a swarm of hideous creatures. At first glance they appear to be fish, with sharp piranha teeth, but they are carried through the cold cave air on ragged bat-like wings. What is even worse is that their eyes are milky white, as if blind, and you can see their bones through torn patches of skin where the scales are missing. These are the Shriekers that are feared by the people who live on the borders of the Trolltooth Pass, for whenever the screaming starts, bloodshed and madness are sure to follow.

Startled and terrified by the appearance of the foul, undead horrors, you do not feel you can take them on and so there is only one option left open to you. You must flee! However, as you do so, the Shriekers swoop down on their rotting wings and try to take chunks out of you with their viciously sharp teeth. Roll four dice. If the total rolled is equal to or less than your STAMINA score, turn to **195**. However, if the total rolled is greater than your STAMINA score, turn to **212**.



**176**

'I think we will find the Shivering Man hiding in King Salamon's Mine,' you tell the other two.

'Then that is where we shall start to look for our quarry,' Hans replies.

Turn to **362**.

**177**

The regal beast is dead, but your victory doesn't feel like the momentous achievement it should. It is as if the world has been diminished now that the Unicorn is no longer in it. But you have a quest to complete. You bring your sword down one last time and remove its horn from its skull. You have done what you set out to do, but you cannot help feeling like you have committed a terrible crime. (Add the Black Unicorn's Horn to your *Equipment List* and gain 2 AMONOUR points but lose 3 LUCK points.) Turn to **73**.

**178**

'The basic unit of currency is the silver Salacoin,' Ruznik replies, 'but you won't get much for a Salacoin these days. Perhaps a loaf of bread or a small flagon of home-brewed ale. Outside of Salamonis most people will not use the Salacoin. You get ten Salacoins to one Gold Piece. As I'm sure you know, pretty much the whole of



Allansia accepts the value of a Gold Piece.'

What else would you like to know about the city?

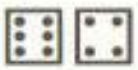
| | |
|---|---|
| 'Is it true the streets are paved with gold?' | Turn to **77** |
| 'Where can someone new to the city find work?' | Turn to **118** |
| 'Who is in charge?' | Turn to **250** |
| 'Can you tell me more about the great centres of learning?' | Turn to **158** |

**179**

You might have spent many weeks in the saddle, crossing the Flatlands, but you are just as alert as you were when a tribe of Slykk attacked your party when you were fording a meandering river. You hear the rustling of leaves as a figure drops down from a branch above you. You spur your steed forward just in time and your would-be assailant lands awkwardly on the track behind you, rather than on the back of your horse. But in mere moments the caravan is surrounded by black-swathed brigands. Unsheathing your sword, you attack the nearest of them, a brutish man-orc.

| | | |
|---|---|---|
| *MAN-ORC* | *SKILL 8* | *STAMINA 7* |

If you defeat your opponent, turn to **228**.



### 180

You start to make enquiries around the bar, subtle at first but fast becoming less so, until a hooded figure takes you by the hand and leads you to a secluded corner booth. 'You know about the Sisters of the Brotherhood?' the figure whispers. The stranger sounds female to you. You say nothing but simply nod. 'But do you know where the next meeting is to be held?' You nod again. Does this person think you are a member of the cult yourself? 'But do you know how many times you must knock to be admitted?'

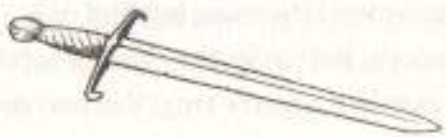
'Of course I do,' you say, trying to sound as convincing as possible. 'The question is, do you?' Your companion suddenly goes quiet. 'You don't!' you declare.

'I do,' the voice hisses from beneath the hood. 'Knock the sum of the first four primes.' (Make a note of this information on your *Adventure Sheet*.)

'Very good,' you say. 'I will see you later, but for now we must part ways, so as not to draw suspicion to ourselves.'

With that, the hooded figure swiftly exits the Half-Darned Sock, and you follow a few minutes after that. What do you want to do now? To visit the Temple District, turn to **252**. If you have a Beggar's Mark and you think there is someone else you could ask for assistance, turn to **288**. If you think you've found out all you're going to about the Sisters of the Brotherhood, turn to **413**.





### 181

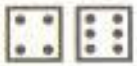
You are not sorry to turn your back on the village of Dree and set off south for Salamonis again. Several days later, the West Gate comes into view, and you make your way along Goldenway once more, heading for the Adventurers' Guild.

Eight days have passed since you were last here. Move the Wheel of the Week on 8 days and then turn to **383**.

### 182

You follow the sound of footsteps along the tunnel but without managing to catch up with whoever is making them. And then the tunnel branches once more, but now you cannot hear any footsteps at all. Will you:

| | |
|---|---|
| Take the left-hand branch? | Turn to **241** |
| Follow the right-hand branch? | Turn to **44** |
| Retrace your steps and leave King Salamon's Mine? | Turn to **214** |



**183**

You search the bodies of the dead Orcs but find only a few teeth, nails, bones and knives in their pockets. You search the cupboards around the room but find only crude bowls, plates and spoons. But under the serving hatch you find a thin leather case half a metre long. You may open the case (turn to **266**), or you may leave it behind and walk out of the door (turn to **237**). You are proud of your victory and may add 1 SKILL and 5 STAMINA points.

**184**

A voice speaks to you from inside the mist: 'In the Bazaar you will find the Summoner of Dwarfs. Only the breath of the one who spoke the curse can break it. And the lizard of Shazâar has Medusa Grass to trade.' Turn to **79**.



**185**

The large, roughly chiselled blocks of stone from which the wall is constructed provide you with plenty of places to put your feet and hands, and it is easy to climb over. Dropping to the ground on the other side, you set off back along the trail through the wood, your way lit by the glowing orb of the moon.



It took you four days to travel to the Testing Grounds on foot, and it takes you another four days to make the return journey to Salamonis. Fortunately, the journey passes without incident, and finally, you pass through the West Gate and are back in Salamonis once more.

If you are in possession of a Holy Symbol, turn to **4**. If not, turn to **469**.

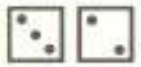


**186**

Yet another of the cultists takes up this curious tale: 'You explain that you cannot put him out of his misery as your religion prevents you from harming other men. You are about to set off again when the man begs you to deliver a letter he has about his person to his sweetheart and take what money you find in his pockets as payment. With that, the snake's venom reaches his heart, and he dies. Do you want to search his body or leave him alone and go on your way?' What will you say?

'Search him.' Turn to **205**

'Go on my way.' Turn to **224**



### 187

Had you been in less of a hurry, you might have noticed that the webbed footprints go around the edge of the clearing and not through the middle of it, which is the way you have gone. First one foot and then the other sinks into the mud, and before you can even try to pull yourself out, you start to sink. If looks like Bu Fon Fen will claim another victim this day! If you have a Length of Rope, turn to **275**. If not, turn to **225**.

### 188

The sun is lower in the sky now. The day is wasting away. Do you want to return to the Docks and take a look around (turn to **45**) or do you want to make your way to the Adventurers' Guild (turn to **89**)?

### 189

You rummage through the Ogre's possessions. Among all the half-chewed bones and filthy furs, you find a small treasure chest. Hoping it might contain money or precious gems, you open it. But rather than gold and jewels, you find a human skull!

You have no wish to spend any more time here than necessary so make for the entrance to the cave. Turn to **125**.





### 190

You follow Rodriguez to the bar, where he immediately starts to address the landlord: 'I'm going to show you a trick which, quite honestly, astonishes me every time I do it. I kid you not. You are going to pick two cards, and, with a little magic, I'll tell you what they are without ever seeing them. Hopefully, you'll find it entertaining enough to let me have a room for the night.'

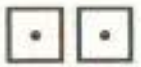
The landlord is intrigued. 'Come on, then,' he says, 'let's see what you've got.'

Rodriguez lays a pack of cards on top of the bar. 'So, here we go. This is a pack of cards numbered 1 to 9, in four suits. I'm going to shuffle them' – he riffles the deck like a professional card sharp – 'and now... Pick a card – any card! – and then show it to everyone.'

The landlord picks a card from the shuffled deck, revealing it to the crowd of onlookers that is gathering by the bar. It's a 6. He then places it face down on the counter.

'So, how are you at sums?' Rodriguez asks. 'Considering your line of work, I expect you're pretty good, or you would have gone out of business by now!'

The onlookers – the regulars in particular – laugh at



hearing this line.

'Remember the number on your card,' Rodriguez tells the landlord. 'Double it. Add 5. And multiply the number you now have by 5. You got it?' The landlord confirms that he has. 'Now I want you to choose another card' – he does so – 'and add this number to the total you've already got in your head and tell me the final total.'

'Eighty-nine!' announces the landlord.

'Then your two cards were – are you ready for this?' The crowd are on tenterhooks and a hush has descended. 'A 6 and a 4!'

The landlord looks astonished. He turns over the two cards. Gasps are heard from around the bar. He had indeed chosen a 6 and a 4. True to his word, the landlord offers Rodriguez a room for the night.

'Well, that's me sorted,' the grifter says, a familiar sparkle in his eye. 'Do you want to give it a try? You were watching carefully, weren't you?'

If you want to find yourself a suitable mark and try the trick yourself in exchange for some money, which you can then use to pay for a room, turn to **336**. If you think the trick is beyond you, turn to **376**.



**191**

It is a shame you do not read Dwarf runes, otherwise you would have known that these mine workings have been abandoned due to earth tremors. You are a long way down the tunnel when one of these tremors hits. You have no idea what caused it – unusual seismic activity or a burrowing monster, perhaps? – but you witness the result first-hand. For a moment you find yourself in a bubble of eerie stillness. Then, with a terrible groan, the roof gives way and caves in on top of you.

**192**

It is not long before the stink makes you gag. Will your nose and your stomach be strong enough to last a day of this nasal torture? (Deduct 2 STAMINA points and, if you rolled a 6, you must also permanently lose 1 SKILL point.) Do you want to stick it out, in the hope of receiving a fair day's pay for a day's work (turn to **215**) or do you want to quit before your nose suffers irreversible damage (turn to **415**)?



### 193

The heavy net lands on top of you and you fall to the ground. You waste no time in trying to free yourself from the knotted ropes, but before you can escape, the Tooki and their Blood Orc masters land, and you are taken captive. You watch as the impossible flying ship courses through the sky towards your position until it weighs anchor above you. A pole is lowered over the side, and you are hoisted up on to the deck, still tangled inside the net. You are now a prisoner of the Galleykeep, but for how long...?



### 194

'You look like an honourable chap,' he says, putting his arm around your shoulders. 'I mean you've got an honest face. I'm surprised to see someone like you in an impecunious state.' You didn't realize you were in an impecunious state; you thought Salamonis was a kingdom. 'You need to earn some Salacoins? Then Rodriguez is your man. But why work for a living when you can grift. Grifting is far easier. You don't have to take insults or deal with angry men.'



'What's grifting?' you ask. 'Sounds a bit dodgy.'

'It's only dodgy if you get caught,' Rodriguez replies, lowering his voice. 'And I *never* get caught.'

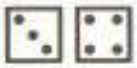
The two of you sit down on a bench nearby and Rodriguez tells you what he has in mind.

'We start at the nearest inn, right? Inns mean ale, and ale means marks. Marks are what we're looking for. People who've had a skinful already, who are not as alert as they were earlier in the day. And we're going to use them to entertain the whole inn.'

If you want to go along with Rodriguez and try your hand at grifting, turn to **52**. If you think it sounds like a little too dubious an activity and that you should leave Rodriguez to work his con tricks alone, turn to **226**.

### 195

Your fear driving you onwards, you manage to keep ahead of the flock. As soon as you reach the better-lit tunnels closer to the entrance, the Shriekers break off their attack and return to the darkness. But you don't stop running until you are back outside and bathed in sunlight. Turn to **214**.





*A Hill Goblin hunting party mounted on monstrous Dire Wolves*



196

'Very well,' Nanoc says. You urge your horse forward and head for the ridge overlooking the pass. It is not long before the caravan is out of sight behind you. You bring your steed to a halt in sight of a scrubby wood, not half a league away. As you are scanning the horizon for any sign of danger, the sound of snarling barks reaches you and twelve dark shapes emerge from the woodland and turn towards you. You realize that they are a Hill Goblin hunting party mounted on monstrous Dire Wolves! Do you want to turn around and race back to the caravan as fast as you can, to warn Nanoc and the others of the approaching threat (turn to **364**) or do you want to stand your ground and face the Goblins in battle (turn to **324**)?



197

Seeing how upset you are, the Guildmaster takes pity on you and hands you the pack. 'After all, I can't have it cluttering up the place any longer,' he says with feigned annoyance.

You are delighted to be reunited with the canvas rucksack at last, and unpack it – there, in the middle of the Guild House – just to make sure nothing has gone missing.

Add the following items to your Equipment: Short Sword, Spare Clothes, a Purse containing 12 Gold Pieces and *Longbeard's Legends of the Windward Plains*. (Add 1 point to your LUCK score and 1 point to your AMONOUR score.)

'If you want to join the Adventurers' Guild, you need to talk to me. For I am Jeskan Stovec, the Guildmaster.'

He explains that it will cost you 2 Gold Pieces and that will give you an Adventurers' Permit, which means you can then take on any of the jobs posted on the Quests Board outside the Guild House. You can also use the permit to prove your credentials to any potential employer, such as a priestess wanting someone to find some magical fungi for her in the Moonstone Hills, or a merchant who's looking to hire guards for his caravan travelling to Chalice. 'But you look like you're new to this game,' he says, giving you



the once-over. 'If I were you, I'd get some training before setting yourself up as a sword for hire.'

Without having to be asked twice, you hand over the money and the Guildmaster writes out a permit for you. (Deduct 2 Gold Pieces and add the Adventurers' Permit to your *Equipment List*.)

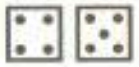
If you want to ask the Guildmaster for his advice regarding where to train, turn to **127**. If you would rather set out on a quest straightaway and prove yourself as an adventurer that way, turn to **389**.

198

'Done!' you say. The hag reaches inside her filthy robe and pulls out a black velvet bag. Opening this, she empties 3 Gold Pieces into the palm of her clawlike hand and offers them to you in return for the herbs. (Cross off the Ragged Leaves from your *Adventure Sheet* and add 3 Gold Pieces.)

'A pleasure doing business with you,' says the crone, offering you a toothless smile. 'If you're ever passing this way again with any more magical ingredients, do stop by.' (Gain 1 AMONOUR point.)

If you have a Swampsnake Skin and want to try to sell it to the hag, turn to **472**. If not, turn to **181**.



## 199

You have spent many weeks in the saddle, crossing the Flatlands, so it is hardly surprising that you are maybe not as alert as you should be. You suddenly hear the rustling of leaves, and a figure drops down from a branch above on to the back of your horse. You wrestle with your assailant and the two of you fall to the ground. You land on your shoulder, jarring it painfully. (Lose 2 STAMINA points and 1 SKILL point.) You then both scramble to your feet and draw your swords, each ready to end the other. It is only then that you realize your attacker is a Man-Orc swathed in the black robes of a brigand.

*MAN-ORC* *SKILL 8* *STAMINA 7*

If you defeat your opponent, turn to **228**.





## 200

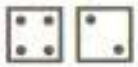
You wake with a start. Was what you just experienced a memory from a past life? A vision of a future you have yet to live? Or was it all some fantastical dream?

Return your SKILL, STAMINA and LUCK scores to the values you recorded on your *Adventure Sheet* before you entered the dungeon beneath the mountain. Anything you collected while exploring underground has also gone. But strangely, when you check your money bag, any money you found during your dream has somehow appeared inside your purse, and so you can keep it. Gain 2 LUCK points and turn to **427**.



## 201

You sink to the floor. You pull the dart out and decide to bandage the wound. This gives some relief, but you still feel weak. You decide to take it easy and examine the contents of the chest, but if you wish you may eat some Provisions here. There are 25 Gold Pieces and the label on the bottle shows it to be a Potion of Invisibility, good for one dose. The glove is a mystery. You may put any or all of these into your backpack and leave the room. Turn to **293**.



202

Leaving the Adventurers' Guild, you set off for the port where, as you had hoped, you find Ruznik Ullsen trying to sell his maps to new arrivals to the city.

'Congratulations, my young friend!' he exclaims when you tell him you are now a fully paid up member of the Adventurers' Guild. 'So, how can I help you today?'

You tell him about your desire to get a little training under your belt before you set out on your first proper quest.

'Well, like I told you before, there's the rumoured Testing Grounds in the Forest of Spiders, and for 4 Gold Pieces, I can teach you Spelling. That would prove useful, I'm sure.'

Make a note on your *Adventure Sheet* that if you later want to visit the Testing Grounds in the Forest of Spiders you need to turn to **467**, and if you want Ruznik to teach you Spelling, and you can afford his fee, you need to turn to **357**. However, for now, turn back to **110**.





203

'It's a mystery sure enough,' says the Guildmaster. 'Vicious attacks on livestock, people going missing, and then there's the screaming that seems to come from the sky, which heralds an attack.' Your curiosity piqued, you set off for the village of Coven. It lies at the western end of Trolltooth Pass, south of Bu Fon Fen, and not far from the brooding Forest of Spiders. It is also well-known for its annual tuberbeet harvest.

Several days later, you pass through the acres of well-tended fields that surround Coven and make your way to the heart of the settlement. After asking around you are soon granted an audience with the village headman – a leather-worker of some forty winters called Tanner Hyde – and tell him your purpose in coming to Coven.

The man looks exhausted with worry, but when you announce that you are here to solve the mystery of the screaming sky, the tension in his body eases.

'The most recent attack was last Highday,' he tells you. 'It happened at night – but then it always does – as the Sommer family was coming home from selling our tuberbeets in Chalice.'

'What was it that attacked them?'



Tanner hesitates before answering. 'The Swarm.'

'And were there any survivors?' you ask.

'Yes,' Tanner replies. 'But just the one. The poor girl was terribly shaken but she managed to skewer one of the things that attacked them on the end of a pitchfork.'

'And where is it now, the thing she killed?'

'At Ludo Jaimes's house. He's an alchemist. We've been calling it a Shrieker.'

Your conversation with the headman has provided you with three different lines of enquiry. Which do you want to follow first?

| | |
|---|---|
| Question the survivor of the last attack? | Turn to **220** |
| Inspect the scene of the attack? | Turn to **236** |
| Examine the dead Shrieker? | Turn to **259** |





**204**

'The basic unit of currency is the silver Salacoin,' Ruznik replies, 'but you won't get much for a Salacoin these days. Perhaps a loaf of bread or a small flagon of home-brewed ale. Outside of Salamonis, most people will not use the Salacoin. You get ten Salacoins to one Gold Piece. As I'm sure you know, pretty much the whole of Allansia accepts the value of a Gold Piece.'

Turn to **290**.



**205**

'Before you leave, you go through his pockets. You come across a letter apparently addressed to the man's sweetheart in Salamonis. And there are a few silver pieces. The dead man's sweetheart has no knowledge that the letter exists. Salamonis would involve a day's detour. Will you deliver it? Or just keep the silver pieces?'

| | |
|---|---|
| 'Deliver the letter.' | Turn to **371** |
| 'Just take the money.' | Turn to **224** |



### 206

Your fingers move over the grid, spelling out the word 'FIRE.' As soon as the spell is complete, you open your eyes to see a small fire burning in the grate beside your booth.

'Congratulations!' Ruznik exclaims. 'It would appear you have the knack as well.' (Gain 2 AMONOUR points and 1 LUCK point, and tick off the *Spelling* Special Skill on your *Adventure Sheet*.)

Thanking your teacher for his help, you leave the Wizard's Pipe in a buoyant mood. If you have a Holy Symbol, turn to **4**. If not, turn to **469**.



### 207

Unfortunately, no one at the Half-Darned Sock seems to know anything about the cult or, if they do, they're not telling! You are going to have to try something else. If you want to follow the Guildmaster's advice and visit the Temple District, turn to **252**. If you have a Beggar's Mark, perhaps there is someone else you could ask for help – turn to **288**. If you think you've found out all you're going to about the Sisters of the Brotherhood, turn to **413**.



### 208

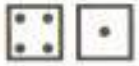
Further up the passage along the west wall you see another door. You listen at it but hear nothing. If you want to try opening the door, turn to **397**. If you want to continue northwards, turn to **363**.



### 209

Taking the Bag of Salt from your pack, you empty it over the Spit Maggot. As soon as the white crystalline substance touches its flesh it begins to scream, its body performing the most grotesque writhing spasms. Before long, it is nothing more than a puddle of slime amongst all the mud and filth. When you show the brothers the evidence that you have destroyed their 'Rattapillar', true to their word, they pay you the agreed fee. (Gain 3 Gold Pieces and 1 AMONOUR point.)

You are covered in mud and probably smell as bad as the Slime and Swine Guttery. You're grateful now that your mother made you pack a spare set of clothes! Move the Wheel of the Week on 1 day and turn to **383**.



### 210

You set off along the passage. You suddenly hear a cry of, 'Mind how you go!' come from behind you. You turn sharply to see who it was. Turn to **200**.

### 211

Outside the cave, dusk is falling and the shadows are thickening between the trees. As you are wondering which way to go your ears prick up. In the far distance you can hear a high-pitched screeching sound.

'Something wicked this way comes,' says a voice at your feet. It is the little man again. He has followed you out of the cave.

The sound is getting closer. You look up at the darkening sky, peering into the night in the hope that you might catch sight of whatever is making the noise. It must be some kind of animal.

'What is coming?' you turn to ask your strange companion, but he has vanished.

The sound is getting very loud now. It is more like a screaming than a screeching, and you cover your ears against the terrible din. You are filled with a dreadful fear and, not really knowing what you are doing, start to run.



The trees press in on you from every side, while the noise is so loud now it is as if the whole sky is screaming. And then, in the darkness, you hit your head on a low branch. Turn to **475**.

### 212

Fear drives you on, but the Shriekers soon catch up with you nonetheless. Roll one die and add 2 to the number rolled, then deduct the total from your STAMINA score. If you are still alive, as soon as you reach the better-lit tunnels closer to the entrance, the Shriekers break off their attack and return to the darkness. But you don't stop running until you are back outside and bathed in sunlight. Turn to **214**.

### 213

The door is locked. You may try to charge it down by rolling two dice. If the number rolled is equal to or less than your SKILL score, the door bursts open – turn to **36**. If the number is greater than your SKILL score, the door remains locked, you lose 1 STAMINA point for your bruised shoulder and you must progress up the passage – turn to **314** unless you are dead, in which case turn to **200**.

### 214

You emerge from the mine once more, blinking at the bright sunlight that greets you. If you killed anything while you were underground and brought back its head or tail as proof, turn to **233**. If not, turn to **375**.



### 215

You stick at it all day and suffer no more ill effects. As they say, that which doesn't kill you makes you stronger. Snouter appreciates your help and at the end of the day hands over 5 Salacoins. (Record the 5 Salacoins on your *Adventure Sheet* and gain 2 AMONOUR points.) He also offers you another day's work, but you have had enough.

'I understand,' he says. 'But you've done a good job. Perhaps I can tempt you with another offer. I'll give you 2 Salacoins for each new worker you recruit. I've just had a big order in from Shazâar; if I don't get more workers, I'm going to have to turn the order down.'

It's a no-lose situation. If you come across a section with a pig's head symbol next to it, you can roll one die. If you roll a 4–6, you have just recruited a worker to Snouter's Guttery. Keep track of how many workers you recruit in this way on your *Adventure Sheet*, but now turn to **415**.

### 216

You take the rope from your backpack carefully and fashion a slipknot. Then you try to lasso the animal with it. Roll two dice. If the number rolled is less than or equal to your SKILL score, you succeed (turn to **157**). If the number rolled is greater than your SKILL, you fail to get the rope over the Unicorn's head and around its neck – the animal



gives a shrill whinny and turns to face you, a terrible fire burning in its coal-black eyes (turn to **235**).

### 217

Finding your lost backpack and then not being able to reclaim it is the final straw. You lose your temper and start shouting at the man, making all sorts of slanders about his heritage, and it is not long before a couple of guild members seize hold of you and drag you off to the local Guard House. There you are thrown into a stinking stone cell for disturbing the peace. You vow that when they let you go – *if* they let you go – you will return home and become a bearsheep farmer. Your adventure is over.

### 218

'Oh yes,' says the crone when she catches sight of the ragged leaves, 'you have done well. Supplies of Cauldronweed have been running low for a while now, and either no one's been brave enough to enter Bu Fon Fen to search for the stuff, or they've had a run-in with the Toadmen and never come out again. I'll give you 3 Gold Pieces for it.'

A crowd of witch-women is gathering around you now, keen to see what you have brought them. If you want to accept the crone's offer, turn to **198**. If you want to try to haggle with her, in the hope of raising the price, turn to **172**.





*A forked tongue darts from between long fangs*



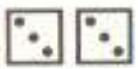
219

The creature standing before you now is thin and sandy-coloured, with scaly skin and an arrow-shaped head somewhere between that of a snake and a lizard. It stands upright on its hind legs, like a man, and is as tall as you are. A forked tongue darts from between long fangs, but most fearsome of all are its claws. What passes for its hands each end in a single long talon that is as sharp and as curved as a desert nomad's dagger. Several more of the monsters have emerged from beneath the sand and now have the caravan surrounded, clearly in search of a Meal. You have no choice but to draw your sword and attack the nearest GRETCH!

| | | |
|---|---|---|
| *GRETCH* | *SKILL 9* | *STAMINA 10* |

The creature's claws are capable of slicing through flesh and bone alike. If the Gretch injures you, you must deduct 3 STAMINA points rather than the usual 2. If you win, turn to **433**.





## 220

The girl, whose name is Eadel Sommer, can't be more than fifteen years of age. You find her at her home, being looked after by her mother. Unfortunately, her father, two older brothers and an uncle were all killed during the attack.

'They came down out of the sky on rotting ragged wings, screaming so loud that I thought I was going to go mad,' she says when you ask her to tell you what happened. You cannot help noticing her hands are shaking and there is a haunted look in her eyes. 'They came from the east, from the direction of the silver mines.' And then she can speak no more.

You thank her for her help and commend her for her bravery, before leaving the girl and her mother to make the arrangements for four funerals. (Make a note on your *Adventure Sheet* that the girl's statement is worth 10 CLUE points.)

Having heard the girl's version of what happened, what do you want to do next?

| | |
|---|---|
| Inspect the scene of the attack? | Turn to **236** |
| Examine the dead specimen? | Turn to **259** |
| Leave the village and continue your investigation elsewhere? | Turn to **279** |



## 221

You pay the fine. (Deduct 8 Gold Pieces.) A guard unlocks the cell, and you are free to leave. You don't want to waste any more time – after all, you need to replenish your purse even more now than before – and so set off for the Adventurers' Guild. Move the Wheel of the Week on 1 day. If today is Seaday, turn to **425**. If not, turn to **120**.



## 222

By luck, you find Nanoc sitting on a bench on the edge of the Market Square, drowning his sorrows with a flagon of Willow Cider. You engage him in conversation, and it soon becomes apparent that he's had a falling out with his wife.

'I'm thinking of going back on the road,' he says, despite what he told you yesterday about retiring his services as a Captain of the Strongarms. 'There's nothing for me here. Velenore Musek has asked me to find her some suitable bodyguards to accompany one of her caravans through the Trolltooth Pass and across the Flatlands to Wolftown. I'll put in a good word for you, now you've got your Adventurers' Permit, if you like,' he adds. 'It's a great way to see the world, and I could teach you some advanced fighting techniques. But if you don't fancy that, Thugruff's always looking for willing recruits at the Testing Grounds located in the Forest of Spiders.'



Make a note on your *Adventure Sheet* that if you want to join Nanoc escorting Velenore Musek's caravan, you need to turn to **150**, and if you want to visit the Testing Grounds in the Forest of Spiders you will need to turn to **467**. But for now, turn to **110** again.



**223**

The door is firmly locked. You may try to force it open (turn to **53**), or you may continue along the corridor (turn to **300**).

**224**

The circle breaks apart, revealing an archway that would appear to lead to the inner sanctum of the temple. Sensing that this is the way they want you to go, you walk through the archway into a grand chamber adorned with banners bearing strange esoteric symbols. A throne stands atop a dais that appears to have been carved from some dark stone, along with a pair of burning braziers. Standing before the throne at the top of the dais is a tall, bald man of slender build, wearing a red robe like the other cultists but with his head and arms bare. Both are covered in tattoos of the same symbols that decorate the banners, and his eyes seem to shine silver in the flickering flames of the braziers.

'We have a new initiate to our order!' the man declares. 'Praise be!'



You have no doubt in your mind that this is Cardinal Zyn, and before the rest of the Sisters of the Brotherhood can file into the chamber behind you, you make your move. Turn to **114**.



**225**

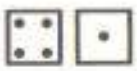
There is nothing in reach for you to grab hold of and you are already up to your chest in the mud. Desperate times call for desperate measures! If you have the *Spelling* Special Skill, turn to **434**. If not, turn to **255**.

**226**

The sun is setting. A room at a cheap local hostelry will cost 1 Gold Piece, or 10 Salacoins, for one night. If you have enough money to pay for a room and want to spend it in this way, turn to **436**. If not, you have no choice but to sleep rough in the street – turn to **456**.

**227**

You put on the ring and wait for something magical to happen, but unfortunately nothing does. And in that moment, you panic. Turn to **13**.



### 228

Nanoc and the other Strongarms have sent the rest of the brigands packing and so the caravan sets off again on the final leg of its journey. The sun is sinking below the spires of the Halls of Learning as the cavalcade passes through the Sunrise Gate and you find yourself in Salamonis once more. You are paid a fee of 6 Gold Pieces, but before you are sent on your way, Nanoc gives you an armband embroidered with a pair of crossed swords. 'You're one of us now,' he says.

Add the Strongarm Armband to your *Equipment List* and then turn to **4**.



### 229

A bit further along the Grand Parade you notice a mangy dog sitting in the gutter, scratching its haunches and licking itself. You recognize it as the dog you saw running off from the docks having been savaged by a cat. The scratching has caused an old wound to reopen, and the poor thing is evidently in pain.

'Hey, mate!'

You turn round to determine where the voice came from,



but not one of the other people making their way into the city is even looking at you, never mind trying to make conversation.

'Ruff, ruff! It's me,' comes the voice again. 'Here. Right in front of you. Haven't you never come across a talking dog before?'

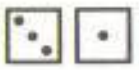
You are astonished to discover that it is actually the dog that is speaking to you!

'Well then, how about this one? Woof, woof! I may look like a dog. But I'm not. You won't get me to fetch, so don't bother trying. Pointless, if you ask me. Neither do I gnaw on pig bones for hours. Too hard on the teeth at my age. Meat and ale for me, if you please. But I can talk.'

If you want to engage the dog in conversation, turn to **249**. If you would rather ignore it and keep walking without looking back, turn to **99**.

### 230

You quickly grab the bottle from your pack and the instant you open it, the curious wisp of smoke darts inside it and you replace the stopper again. You have trapped Cardinal Zyn's dying breath inside the bottle! (Add the Last Breath to your *Equipment List*.) Turn to **264**.



**231**

You open the door. Beyond is a small chamber in which there is a stone cot. Sitting up in the cot, gurgling contentedly, is the ugliest baby you have ever seen. It is also the biggest baby you have ever seen. It is clearly the Ogre's offspring! It is playing with a handful of coins. On the other side of the baby's cave is the entrance to a tunnel. A cold breeze blows from this passageway. Maybe it leads outside. If you want to leave via the tunnel straight away, turn to **271**. If you want to take the coins the baby is playing with on your way out, turn to **251**.

**232**

'There are only two certainties in this life,' Odious Pinchpenny laughs as you unsheathe your sword so you can fight off the dog. 'Death and taxes!'

*MASTIFF* *SKILL 6* *STAMINA 7*

If the dog reduces your STAMINA score to 4 points or fewer, turn to **272** at once. If not and you kill the dog, turn to **318**.

**233**

The Half-Ogre foreman catches sight of you and beckons you over. 'You've been busy,' he says, smiling. He then takes a purse of coins from his pocket and counts some of them into his palm. The foreman will pay you 1 Gold Piece for every



head or tail you have collected. (Gain 2 AMONOUR points.)

Bidding the Half-Ogre farewell, and with your purse a little heavier than it was when you arrived at King Salamon's Mine, you make the return journey to Salamonis. You arrive at the North Gate as dusk is falling over the city. Move the Wheel of the Week on 1 day and turn to **383**.



**234**

'Salamonis is the envy of every town and city-state of Allansia. Its current ruler, King Salamon LVII, comes from a long line of wise rulers. The Salamon Dynasty. He has been a fair and just King who is truly loved by his people. And there have been no wars involving the city during his reign.'

He leans in conspiratorially, and mutters under his breath, 'But some claim that he is too inward-looking and as a result, by his inaction, has allowed the Craggen Heights and Trolltooth Pass to become overrun with Orcs, Goblins and worse. But I'm not one of those,' he suddenly says more loudly again, catching sight of an approaching city guard patrol.



What do you want to ask Ruznik now?

| | |
|---|---|
| 'Is it true the streets are paved with gold?' | Turn to **77** |
| 'Where can someone new to the city find work?' | Turn to **118** |
| 'What coinage is used in Salamonis?' | Turn to **204** |
| 'Can you tell me more about the great centres of learning?' | Turn to **158** |



**235**

The Black Unicorn is not only the king of the forest but a fearsome opponent too!

*BLACK UNICORN* *SKILL 11* *STAMINA 12*

If you manage to best the Unicorn in battle, turn to **177**.

**236**

Tanner Hyde and two other villagers accompany you to the place at the western end of Trolltooth Pass. The ground is a dark rusty red where the blood of the Shriekers' victims has soaked into the ground, and you can see the impression of the footprints the panicked farmers made as they came under attack. It must have been savage indeed. There are



no marks on the ground to show where the Shriekers went, but the prevailing wind direction here is from the east, so perhaps that is where the Swarm came from. (Make a note on your *Adventure Sheet* that your examination of the scene of the attack is worth 24 CLUE points.) What do you want to do now?

| | |
|---|---|
| Question the survivor of the attack? | Turn to **220** |
| Examine the dead specimen? | Turn to **259** |
| Continue your investigation elsewhere? | Turn to **279** |

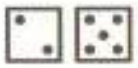


**237**

You move swiftly down the passage and arrive back at the junction. Turn northwards this time – turn to **285**.

**238**

The Shriekers swarm out of the tunnel and attack, as you and the Dwarfs fight to drive them off while keeping Healing Hans and the Shivering Man safe from harm.



Fight the Shrieker Swarm as if it was one creature. However, whilst fighting the undead flying fish, you must reduce your Attack Strength by 2 points, due to the terrible screams that constantly issue from their fanged mouths and put you off.

*SHRIEKER SWARM* *SKILL 8* *STAMINA 8*

If you defeat the Swarm, turn to **139**.



**239**

'You fool!' spits the wizened hag. 'That isn't Cauldronweed, that's Starfire! I've got some of that growing in my herb garden. You won't find a buyer for Starfire in Dree! I doubt you'd even be able to sell it in the markets of Salamonis! Now get out of here before I turn you into a toad!' (Deduct 1 AMONOUR point.)

If you want to draw your sword and teach this vile creature a lesson in manners, turn to **131**. If you think it wisest to leave the village of Dree while you still can, turn to **181**.

**240**

The box is light, but something rattles within. You open the lid and a small SNAKE darts out to bite at your wrist!



You must fight the SNAKE.

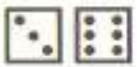
*SNAKE* *SKILL 5* *STAMINA 2*

If you kill the Snake, turn to **145**. If the Snake kills you, turn to **200**.



**241**

As you hurry along the tunnel, you do not hear the footsteps again ahead of you, but as you enter a rough-hewn, circular chamber, your torch illuminates something sitting on the ground. It looks like a ball of messy white fur, no bigger than a large cabbage. But at that moment, disturbed by the light, the thing shakes itself and stands up on two hairless feet, blinking its mismatched pink and orange eyes as it comes to. Suddenly fully awake, the strange creature opens a huge mouth and gives voice to a booming howl that you would have associated with something much larger and more dangerous. The howl makes you jump and, as you are caught off guard, the Jib-Jib – for that is what it is – hares off into the darkness. When it stops howling to take a breath, you hear the fleeing footsteps again. Do you want to set off after the Jib-Jib, chasing the fleeing footsteps (turn to **261**), or do you want to quit the silver mine and return to the entrance (turn to **214**)?



## 242

You return to the Half-Darned Sock and ask if anyone knows where Rodriguez is, but it turns out he's already moved on. However, it doesn't take you long to track him down in the Bazaar, where he has found himself another couple of marks, but this time the trick he's trying to pull involves a 'lost' coin.

Having fleeced his new 'friends' for a handful of Salacoins each, he puts an arm around your shoulders and leads you off through the market. 'Well, I see your fortunes have picked up since we last spoke,' he says. 'So, what can I do you for?'

You tell him you would like to learn more about grifting. 'Very well,' he says. 'First lesson was for free, but from here on in you're going to have to pay.'

'How much?' you ask.

'3 Gold Pieces,' he says, the sparkle back in his eyes.

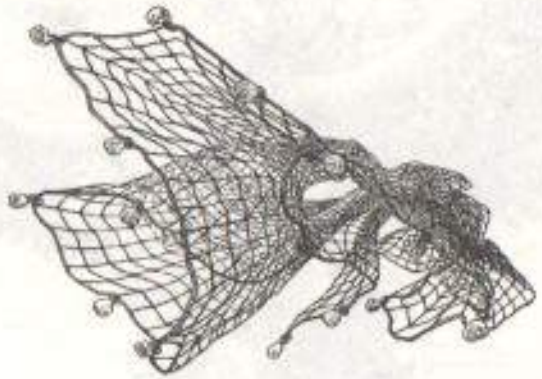
Make a note on your *Adventure Sheet* that if you later want to learn what Rodriguez can teach you about grifting, and you can afford the required 3 Gold Pieces, turn to **452**. But for now, return to **110**.



## 243

The Rattapillar dead, you cut off its head and carry it across the pig yard to the guttery. Pigboy and Jowler both recoil when they see what you are carrying but, true to their word, they pay you the agreed fee. (Gain 3 Gold Pieces and 1 AMONOUR point.)

You are covered in mud yourself now and probably smell as bad as the Slime and Swine Guttery. You're grateful that your mother made you pack a spare set of clothes! Move the Wheel of the Week on 1 day, and then turn to **383**.



## 244

The cultists start to whisper to each other around the circle as they debate your choices. If you have the *Charisma* Special Skill, turn to **23**. If not, turn to **371**.



*They have the heads and wings of gigantic eagles but the bodies and limbs of lions*



245

Your eyes still fixed on the ship, its great black sails billowing in the wind, you watch as two smaller shapes detach themselves from the vessel and start to move towards you. These shapes do have wings, and they are moving quickly. As they come closer, you realize that they have the heads and wings of gigantic eagles but the bodies and limbs of lions. They are Tooki War-Griffins! But are they really hunting you or is it a coincidence that they are heading in your direction? Will you:

| | |
|---|---|
| Run for it? | Turn to **460** |
| Hide in the long grass? | Turn to **173** |
| Try to cast a spell (if you have the *Spelling* Special Skill)? | Turn to **351** |
| Stand your ground and prepare for battle? | Turn to **117** |



**246**

It is a silver Salacoin. No one appears to be looking for it, so what do you want to do?

Try to find its rightful owner and return the coin? Turn to **274**
Give it to Rodriguez? Turn to **294**
Keep it for yourself? Turn to **31**



**247**

There is only one tower on Brightstar Street. On the ground floor is a grand door painted red. You knock on the door, and it is opened by a tiny humanoid with black skin, big eyes and a cherubic face. It is a Chervah. When you say that you are here to deliver a package to Noreth Janagen, the creature ushers you inside. It leads you up a winding staircase to a room at the very top of the tower. The room is full of magical paraphernalia, as well as a library's worth of scrolls and ancient texts, and even a complicated-looking brass telescope mounted on a wooden tripod.



Standing at the centre of all this scholarly clutter is a creature as curious as the Lizardine that asked you to deliver the parcel of herbs. Under its robe, as far as you can tell, it is humanoid, but its head resembles that of a vulture! It is a Hamakei, a member of a race of scholarly and very powerful sorcerers. Noreth Janagen thanks you profusely for delivering the package and then says, mysteriously, 'I saw that you would come in my scrying glass, and I saw many other things too. I think you might be in need of this.' With that, he gives you some of the Medusa Grass from the parcel before sending you on your way again. (Record the Medusa Grass on your *Adventure Sheet* and gain 2 AMONOUR points.)

If you have a Swampsnake Skin and want to try to sell it to the Hamakei, turn to **479**. If not, turn to **473**.



**248**

The creature that has just awakened is an ORC! He scrambles to his feet and turns to grasp at a rope which is probably the alarm bell. You must attack him quickly.

| | | |
|---|---|---|
| *ORC* | *SKILL 6* | *STAMINA 5* |

If you defeat him, you may continue up the passage – turn to **301**. However, if you lose the battle, turn to **200**.



249

You have so many questions, you hardly know where to start. What species of dog is it, that it can speak? Or is it a victim of cruel sorcery?

'My brother once insulted a Cursewitch,' the dog explains. 'Told her she was blind as well as ugly, so she cursed him. Well, duh! It's a Cursewitch. That's what Cursewitches do – curse people! Only trouble is, he was right; her eyesight was poor. She couldn't see which one of us to curse. She guessed wrong. Now he's fine and I'm trapped in a dog's body.'

'So, what will you do? Can you have the curse removed?' you ask.

'Oh, yeah. Just need to build up some Salacoins, some herbs, and find a Cursewitch who can remove curses. Then bring in my brother and transfer the curse to him. It's either that or I've got to somehow capture the breath of the one who cursed me, but I don't think that's very likely, do you? So, I'm looking for my good-for-nothing brother. He doesn't want to be a dog, so he's keeping well away.'

You sympathize with the dog, even though you're not sure what you can do to help it become a man again. 'Buy a drink for me, would you? This curse has given me a terrible



thirst. We could share a flagon of ale if you like.'

You explain that you have lost your backpack and everything that was in it, including your money bag.

'Hmm... In the same boat, eh? Then how about you and I do a little hustle? It's easy when people think you're a dog. It's kept me in ale and meat for the last couple of years, that's for sure. Look, here comes a mother with two bratty girls. Perfect. So, here's what we'll do. I'll pretend I'm rabid and frighten them. Then you come along and save them and pocket the reward. Come on!'

If you want to go along with the dog's money-making scam, turn to **269**. If you would rather make your excuses and be on your way, turn to **99**.



250

'Salamonis is the envy of every town and city-state of Allansia. Its current ruler, King Salamon LVII, comes from a long line of wise rulers. The Salamon Dynasty. He has been a fair and just King who is truly loved by his people. And there have been no wars involving the city during his reign.'

He leans in conspiratorially and mutters under his breath, 'But some claim that he is too inward-looking and as a result, by his inaction, has allowed the Craggen Heights and Trolltooth Pass to become overrun with Orcs, Goblins and worse. But I'm not one of those,' he suddenly says more loudly again, catching sight of an approaching city guard patrol.

Turn to **290**.





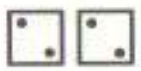
251

The coins are made of silver. Obviously, the baby has no idea what they are worth – they are just something shiny to play with – so you gather them up. However, the moment you touch the silver, the baby starts to wail. You quickly put the coins back, but the baby doesn't stop crying! What's more, its howling has summoned its parent. The two-headed Ogre bursts into the chamber with a roar, a heavy club raised above its head. You have no choice but to defend yourself against the two-headed monster, even though you are unarmed!

*TWO-HEADED OGRE* SKILL *7* STAMINA *10*

While you are fighting the Ogre, you must deduct 1 point when calculating your Attack Strength because you are unarmed. If you reduce the Ogre's STAMINA score to 3 points or below, turn to **291**. If the Ogre reduces your STAMINA score to 8 points or below, turn to **149**.





## 252



Most of the major temples in Salamonis are situated within the Temple District, so it would seem that the sensible thing to do would be to hang out there and see if you can gain any clues about the cult and where it might meet. You spend several hours skulking in doorways, or hiding within pillared colonnades, but your patience eventually pays off. Between the Temple of Courga and the Temple of Telak, you notice a nondescript door, except that above it, carved into the lintel, is a figure that appears to be half male and half female. Could that have something to do with the Sisters of the Brotherhood? You also notice that one of the constellations that can be seen in the sky at night has been painted on the wall above the lintel. It is the sign of the Behemoth, a formless monster of Chaos, and is composed of eight stars. (Make a note of this on your *Adventure Sheet*.)

If you think you now have all the information you need to find the Sisters of the Brotherhood, turn to **413**. If not, and you have a Beggar's Mark, perhaps you know of someone else that could help you (turn to **288**). Then again, if you have visited the Half-Darned Sock, maybe you know of another potential source of information (turn to **265**).



## 253

A pair of burly guardsmen, wearing helmets and leather armour, and carrying heavy clubs, are walking towards you. If you have the word 'Criminal' recorded on your *Adventure Sheet*, turn to **133**. If you have the word 'Wanted' recorded on your *Adventure Sheet*, turn to **35**. If you have neither word written down, the guards ignore you – turn to **403**.

## 254

A green-skinned Orc wearing pilfered leather armour and carrying a jagged blade steps forward from the ring of warriors. The medallion around his neck bears the number '72'. Raising your own sword, you prepare for battle.

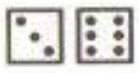
*ORC* *SKILL 7* *STAMINA 7*

If you win, turn to **283**.

## 255

Your situation is hopeless. With nothing to grasp to pull yourself out, your struggles are all in vain as you sink deeper into the swamp. Soon you are up to your neck in mud, and then it covers your head and you breathe your last...





**256**

The Black Unicorn snorts angrily and suddenly starts to charge towards you, its horn down, as if it intends to skewer you on the tip. There is only one way you are going to be able to subdue the beast now! Turn to **235**.

**257**

The passageway runs straight for several metres and then ends at a wooden door. You listen at the door and hear angry shouting coming from within. Will you investigate (turn to **168**) or turn back (turn to **293**)?

**258**

You spin round, almost losing your footing on the slippery ground, and lay your eyes on something truly hideous and dripping with mud. It looks like a massively overgrown maggot but sporting huge rodent-like teeth.

If you have the *World Lore* Special Skill, turn to **352**. If not, turn to **170**.

**259**

You find the hideous specimen pinned out on a board inside Jaimes's work shop. It is truly horrible to behold. It has the body and mouth of a vicious, predatory fish, but with ragged, almost bat-like wings. A single, blind white eye stares from one socket and the thing is already



half-decomposed. When you comment on this, Ludo Jaimes replies, 'It was already like that when Eadel killed it.'

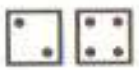
'The Shriekers are undead creatures?' you say.

'It would appear so,' the Alchemist replies. 'It would appear that their blood has some potent properties too. I've been carrying out some tests with what little of it I could extract from the carcass.' He turns to Tanner, who has accompanied you to Jaimes's work shop. 'I should have some more conclusive proof in the next day or two.' (Make a note on your *Adventure Sheet* that your inspection of the dead Shrieker attack is worth 50 CLUE points.)

If you have a Swampsnake Skin and want to try to sell it to the alchemist, turn to **476**. If not, choose something you haven't tried already; do you want to:

| | |
|---|---|
| Question the sole survivor of the attack? | Turn to **220** |
| Inspect the place where the attack took place? | Turn to **236** |
| Continue your investigations elsewhere? | Turn to **279** |





**260**

'The next item you need is incredibly difficult to get hold of,' says Hans. 'It is called Alicorn and is a potent medicinal ingredient made from powdered Unicorn horn. It's too much to hope you have such a thing, I suppose?'

If you have some Alicorn, turn to **439**. If not, turn to **310**.



**261**

You soon lose sight of the running Jib-Jib, and it has stopped howling, so you have no idea where it has gone. Turn to **85**.

**262**

Having acidic spit must be useful when you spend all day eating pig bones. Before the Rattapillar can ready another spitball, you move in for the kill.

*RATTAPILLAR* *SKILL 7* *STAMINA 6*

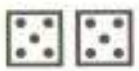
If you slay the verminous horror, turn to **243**.



**263**

You shout: 'You are freed, old man!' at the top of your voice. Instantly, his rantings cease. He stops dead in his tracks and sinks to the floor, weeping loudly. As he gradually composes himself, he thanks you many times. You talk with him in the hope of discovering some of the secrets of the mountain and he begins to tell his story. Many years ago, he was an adventurer like you in search of the Warlock's treasure. He was captured by the Orcs and thrown into his solitary cell as a sort of pet for the creatures. You ask whether he would like to accompany you into the mountain, but he simply wants to leave and see the world again. You ask him for advice, but he says he knows little. He advises you to pay your respects to the boatman. He tells you that you must pull the right-hand lever on the wall ahead to open the iron gate at the end of the passage. He has also learned that the keys to the Boat House are guarded by a man and his dog. You shake hands, leave the room and go your separate ways. Add 1 LUCK. Turn to **314**.





### 264

Their leader dead, the Sisters of the Brotherhood are in disarray. They are disruptors, who work to unbalance the status quo, believing that only through constant struggle can authority be maintained. However, they don't like it when their own world is rocked! Before any of them get any ideas about taking revenge on you directly, you use the braziers to set light to the banners and make your escape in the midst of the ensuing chaos. However, you don't leave before helping yourself to the contents of the chest you spot under the Cardinal's throne. (Gain 2 AMONOUR points and add 30 Gold Pieces to the Money box on your *Adventure Sheet*.)

Move the Wheel of the Week on 1 day and turn to **383**.

### 265



Drinking establishments are always a good source of gossip and information, so you head back to the Half-Darned Sock to see if you can find out anything about the mysterious cult from its clientele. (While you are there, if you want to, you may purchase a Flagon of Ale for 5 Salacoins and restore up to 3 STAMINA points.) If you have the *Charisma* Special Skill, turn to **180**. If not, *Test Your Luck*; if you are Lucky, turn to **180**, but if you are Unlucky, turn to **207**.



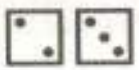


### 266

The case opens easily and inside you find a magnificent bow and one silver arrow. An inscription on the case says: 'The giver of sleep to those who never can.' You put the bow, arrow and case in your pack and leave the room, but you may eat Provisions first – and add 1 LUCK point. Turn to **237**.

### 267

A split second before the arrows land you hear a series of thuds as the bolts hit the magical shield you have conjured into being over your party, saving everyone from the Goblins' ranged attack. (Gain 1 AMONOUR point.) Turn to **404**.





*The creature opens its cavernous mouth*



268

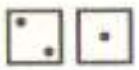
When you think you have picked enough, you stow the plants safely in your backpack and begin to retrace the route you took through the fens.

You are considering picking some of the other plant, just to be sure you've got the right one, when you are startled by a loud croaking noise and a large, bulky shape leaps from the reeds and lands on the riverbank in front of you. It is as tall as you are, but its skin is warty and the colour of a stone. Its misshapen head reminds you of an amphibian and its hands and feet are webbed too. The creature opens its cavernous mouth and belches out a deafening croak as it tightens its grip on the trident it is holding in both hands. You have no choice but to fight the Toadman!

| | | |
|---|---|---|
| *TOADMAN* | *SKILL 9* | *STAMINA 8* |

If you win the battle, turn to **428**.





269

You decide to go along with the dog's plan because, as the old saying goes, even a mangy dog can be a man's best friend.

'Wait, what's your name?' you ask.

'Dog name or human name?'

'Dog,' you say with a smile.

'Dog. And what's yours?'

'Well, if you're a Dog called Dog, then I'm a Human called Human.'

'Fair enough,' the animal concedes. 'Now, get ready!'

Dog the Dog hides around the corner of a building and limbers up while he's waiting for the womenfolk to draw closer. Then, right on cue, as they come within a few metres of his hiding place, Dog leaps out into the street, his lips drawing back in a terrible snarl. He starts barking and the girls start screaming.

It is at this point that you rush in and, positioning yourself between Dog and the womenfolk, pretend to kick



the savage animal. However, your acting is not as good as Dog's and you land the blow. Dog yelps in pain and scampers off around the corner, his tail between his legs. You turn to the startled mother.

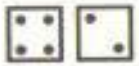
'Are you all right?' you ask in all seriousness. Evidently shaken by the encounter, the three victims of your scam are all sobbing. Finding their breath again, they heap their thanks and praise upon you.

'Who knows if we'd have survived if you hadn't been there to save us,' says the mother. 'We can't thank you enough.'

Gratitude is all well and good, but you are not hearing the particular words you had been hoping for. Reward, tip, Salacoin... Anything like that. Do you want to:

| | |
|---|---|
| Drop a more obvious hint? | Turn to **309** |
| Tell them about your lost backpack? | Turn to **289** |
| Walk away, ashamed of what you have done in trying to cheat the ladies? | Turn to **99** |





### 270

'Bearing in mind that you are currently penniless,' Ruznik goes on, 'you might want to ask at the Slime and Swine Guttery about a job. You'll get paid by the day, so at least you'll be able to feed yourself. Maybe even find a place to sleep. Pigboy Snouter farms hogs and specializes in Razorbacks. But even the poorest Salamonian wouldn't take one of Snouter's jobs. It is simply beneath their dignity. However, in your case, you may decide that beggars can't be choosers. Then tomorrow you can look for work at the Adventurers' Guild.'

Taking one of his maps, he circles three locations: your current position, the Slime and Swine Guttery, and the Adventurers' Guild. (Add the City Map to your *Equipment List*.)

Good advice from Ruznik, you think, but there is another option. You are still bitter about the loss of your backpack and its contents, which has left you with nothing, and have been thinking about other ways of making money. Some of these are, shall we say, not entirely honourable. Or lawful. Turn to **323**.





### 271

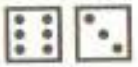
Following the tunnel does indeed lead you to the way out. Your pounding footsteps echo from the cave walls and then you hear the surprised shouts and grunts of the Ogre as it realizes you are getting away, followed by stomping footsteps as it sets off after you.

With the two-headed Ogre in hot pursuit, you sprint out of the cave, passing a small figure crouched just inside the entrance. The little man is dressed in bright green clothes, and has pointed ears, bright orange hair and a wicked grin on his face. 'Mind how you go,' he says with a cheery wave as you run past him. Turn to **211**.



### 272

The dog has you down on the ground – your sword knocked from your hand and out of reach – and is standing over you, snarling. 'Good boy, Midnight,' the Tax Collector gloats. 'Now, are you going to pay up, or not?' If you are willing and able to pay Pinchpenny what you owe, turn to **55**. If not, turn to **342**.



### 273

The mines do not lie too far from Salamonis, in the hills that form the southern border of Trolltooth Pass. All approaches to the area are patrolled by the Salamonis soldiery and your journey passes without incident. Some time later, you find yourself approaching the main entrance to King Salamon's mine. The place is busy with miners, including Dwarfs as well as humans, with carts being loaded with ore and rubble. You confidently stride up to the Half-Ogre who appears to be in charge and wave your Adventurers' Permit at him when he asks what your business is here. 'You here for the pest control job, then?' he asks.

If you answer 'Yes', turn to **313**. If you reply 'No', turn to **334**.



### 274

You ask around to see whether anyone has lost a silver coin. Obviously, everyone in the Half-Darned Sock claims it's theirs. But in the end, you give it to the landlord, who promises to return it to its rightful owner. Whether he actually fulfils his promise or just pockets the cash himself you will never know. But he does offer you a bed for the night for your honesty in handing over the Salacoin.



Feeling exhausted after the day's exploits, you head upstairs to find your room. Rodriguez, meanwhile, needs to keep grifting. He has a wife and six children to support after all, or so he says... Turn to **436**.

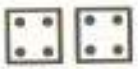


### 275

Trying to remain calm as the mud rises past your knees and reaches your thighs, you take the rope from your pack and tie a noose at one end. Holding tight to the other end, you throw it towards a knotty bush that is growing nearby. On the third attempt, as the mud reaches your waist, you manage to lasso the shrub and then haul yourself out of the sinkhole. Back on slightly drier land, you pack the rope away again and resume your trudging trek through the treacherous reedbeds. Turn to **335**.

### 276

To commune with the Oracle, you need to be able to clear your mind of all distractions. But the Shriekers' screams fill your head and threaten to drive you mad! (Lose 2 LUCK points!) Turn to **238**.



### 277

Slowly you start to creep through the undergrowth towards the magnificent beast. You can see its ribcage heaving under its silky black coat, its ears twitching, its eyes unblinking. You wouldn't be surprised if the animal can hear you moving through the forest or has already picked up your scent, but for whatever reason it has not taken flight ... yet!

If you have the *Charisma* Special Skill, turn to **321**. If not, *Test Your Luck*; if you are Lucky, turn to **321**, but if you are Unlucky, turn to **256**.

### 278

The passageway soon comes to an end at a locked wooden door. You listen at the door but hear nothing. Will you try to charge the door down? If so, turn to **156**. If you would rather turn round and go back to the junction, turn to **92**.

### 279

Total the CLUE points you have acquired, and then turn to the section with the same number.

### 280

As you had hoped, the Chaos creature uses its curious combination of limbs to drag itself out of the pit, dragging the broken chain behind it, and menaces the Sisters of the Brotherhood. Turn to **345**.



### 281

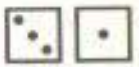
'No, it would be irresponsible of me to let you attempt such a quest,' the Guildmaster says, and nothing you can say will make him change his mind. 'Maybe when you have a few more successfully completed quests under your belt.'

If you want to attempt this quest later, when your AMONOUR score is high enough, you may select that option again. But for now, turn to **120**.

### 282

'Ah yes,' says the Guildmaster. 'Luquin Garreau has a valuable cargo he needs to deliver to Shazâar on the Southern Plains. He's recruiting bodyguards to accompany his caravan and is paying 20 Gold Pieces each. It won't be a quick job though. It will probably take a couple of weeks. I believe he's hired an experienced Strongarm Captain to lead the expedition, so you'll probably be all right, if you think you're up to it.'

If you do think you're up to the task, the Guildmaster directs you to the West Gate where the caravan is mustering. If you have a Strongarm Armband, turn to **98**. If not, turn to **129**. (Alternatively, if you don't think you're up to it, and are having doubts about undertaking such a long quest, you had better turn back to **120** and choose an alternative.)



### 283

'Congratulations,' you hear the Half-Troll say, the cheers of your fellow hopefuls ringing in your ears. (Tick off the *Brawling* Special Skill on your *Adventure Sheet* and gain 1 AMONOUR point.) 'You will join Zharradan Marr's elite guard aboard the Galleykeep when it next passes this way to take on supplies. And the upstart Lord of Craggen Rock will quail in fear when he witnesses the might of your master first-hand!'

Zharradan Marr? The Galleykeep? The Lord of Craggen Rock? You are starting to wonder what you have let yourself in for by coming to the Testing Grounds to train. If you want to wait for this Galleykeep to arrive, turn to **123**. If you think it best you make your escape from this place before that happens, turn to **143**.



### 284

Knowing what is coming, you quickly grab the Beeswax from your backpack, as you have done before, and use it to plug your ears. If you find yourself in battle with one or more Shriekers, you can ignore the penalty you will be told to apply to your Attack Strength. Now turn to **447**.



### 285

You see a well-used door on the right-hand side of the passageway. With your ear to the keyhole, you listen and hear a man screaming for help from inside. Will you open the door (turn to **213**) or walk on (turn to **314**)?



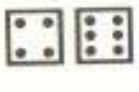
### 286

You hand over the money. (Deduct 4 Gold Pieces.) 'And now to prove your worth as a scholar,' declaims the Clerk of Hamaskis. What's this? You thought you would have to prove yourself through your studies. You did not realize you were going to have your credentials tested here and now on the spot! But before you can protest, the Clerk says, 'The Halls of Learning were raised to the glory of Hamaskis, deity of learning and sorcery. He is one of the Greater Gods of Titan and a member of the Hall of the Mind. But according to Hamaskian tradition, who are his parents?' How will you answer?

'Logaan the Trickster and Libra,
the Goddess of Justice and Truth.' Turn to **40**

'Titan, the Father of the World,
and Glantanka, Goddess of the Sun.' Turn to **432**

'Atlan, the Messenger of the Gods,
and Sindla, Goddess of Luck and Fate.' Turn to **451**



## 287

You are just crossing the Market Square when a hand taps you on the shoulder. You turn to see a meek-looking older man, dressed in fine clothes, and carrying a small chest about his person.

'I don't believe I know you,' he says. 'New in town?' You nod. 'Then let me introduce myself; I am Odious Pinchpenny, the Royal Tax Collector. I am authorized by King Salamon to collect taxes from the citizens of Salamonis and any visitors to the city on his behalf. What is your purpose here in Salamonis?'

You tell Pinchpenny you have recently joined the Adventurers' Guild and are on your way there now to look for work.

'Is that so? Well, if you wish to seek employment here, then you must pay the Job Seeker's Tax.'

A Job Seeker's Tax? Whoever heard of such a thing? It would seem that the Royal Tax Collector is Odious by name and odious by nature.

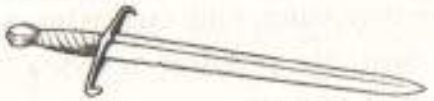
'And how much is that?' you challenge him.

'A trifling sum. A mere 2 Gold Pieces.'



It doesn't sound like a trifling sum to you. What do you want to do?

| | |
|---|---|
| Deduct 2 Gold Pieces and pay the Royal Tax Collector? | Turn to **308** |
| Attack the man? | Turn to **328** |
| Make a run for it? | Turn to **348** |

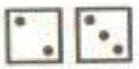


## 288



Who can be found throughout Salamonis, and yet go unnoticed by the vast majority of the populace? Why, the beggars, of course. Beggars like Vagan. You find the reprobate down at the Boondocks, but he won't speak to you until you give him 2 Gold Pieces.

If you are willing to pay him the money, turn to **392**. If not, you will have to try something else; if you want to visit the Temple District, turn to **252**, but if you have visited the Half-Darned Sock, maybe you can come up with an alternative approach (turn to **265**).



289

With still no obvious reward forthcoming, you tell the mother how you lost all your possessions as you transferred from the caravan to the longboats. She is extremely sympathetic, but she still has nothing to offer you.

'My name is Julena Vallesto,' she says, 'and I know people in high places in Salamonis. Perhaps some time in the future we may bump into each other again and I can help you then.' She promises to keep a lookout for your backpack, but surely the chances of her coming across it are extremely small.

Julena and her daughters go on their way and, when they are out of sight, Dog emerges from his hiding place. 'Aye-aye-aye,' he says, nursing his ribs. 'You didn't need to make it look so realistic, you know? And we've nothing to show for it.' You apologize and suggest trying again. 'What, and get another kicking for my pains? No, I think it's time we went our separate ways,' he says, and limps off into the backstreets of the city.

Lose 1 LUCK point but gain 2 AMONOUR points and then turn to **99**.



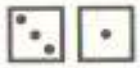


290

'Salamonis's prosperity began a hundred or so years ago in the reign of King Salamon LIII,' Ruznik goes on. 'A lowly prospector named Gerick Quitch discovered a rich vein of pure silver in the hills to the north of Salamonis. The Great Silver Rush attracted treasure seekers from all over the continent. Many made their fortunes. Others lost their shirts. Salamonis didn't mind either way, as the prospectors needed to buy provisions and equipment for the journey to the mines. A permit system was quickly established to tax the prospectors whether they discovered any silver or not. And those permits weren't cheap. Unprecedented growth followed until King Salamon's Mine became the largest silver mine in Allansia. The kingdom's coffers swelled with its own silver coins, known as Salacoins, struck at the Royal Mint in a heavily guarded location within the royal keep.'

Turn to **323**.





### 291

The Ogre stumbles backwards and trips over the baby's cot. The monster lands hard on its back, banging its heads together and knocking itself out. With the Ogre out of action, you decide to leave as quickly as you can, in case the baby's continued crying wakes its guardian.

You hurry along the tunnel and out of the cave, passing a small figure hiding in an alcove just inside the entrance as you do so. The little man is dressed in bright green clothes, and has pointed ears, bright orange hair and a wicked grin on his face. 'Mind how you go,' he says with a cheery wave as you run past him. Turn to **211**.



### 292

Several days later, the caravan is crossing the parched Southern Plains. Beyond them, further south still, lies the infamous Desert of Skulls, which is said to be home to the mysterious, snake-like Caarth and lost cities buried beneath the sands. The sun is approaching its zenith in a cloudless sky when you catch sight of an oasis through the rippling heat haze. You judge it to be half a league away. You point it out to Nanoc.



'You can't trust your senses in these arid lands,' he says, clearly uneasy being so far from more familiar territory. 'It's probably a mirage anyway.'

If you have the *World Lore* Special Skill, turn to **326**. If not, and if you want to take a diversion by yourself to investigate the oasis, turn to **347**. Otherwise, turn to **373**.

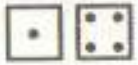


### 293

You arrive back at the junction in the passage and walk straight on eastwards. Turn to **113**.

### 294

'Thank you, friend,' Rodriguez says, seeming genuinely surprised and touched by your generosity, especially considering your situation. 'Just for that, I'm going to let you into a little secret. I have a cheeky little grift which should get us a few free drinks and maybe even a room for the night. It's a two-card trick. All you need to remember is that when the mark tells you their final total from the two cards, subtract 25. What you'll be left with is the correct two-digit number. Got that?' Turn to **190**.





*The witch-women keep a wary eye on you*



295

You flee through the fens, your heart pounding, and panting for breath. You do not slow your steps until you feel the ground become firmer underfoot once more, and the towering reeds give way to the level grasslands of the Windward Plains.

Eventually you reach a well-worn track and a signpost, which directs you east towards Dree. You pass through a range of low hills and cross a rickety wooden bridge that spans a fast-flowing river, until you eventually come to the village of the witch-women. It is a truly vile place, its buildings ramshackle, its inhabitants a combination of grotesque parodies of life and the aged crones who call this gloomy place home. A foul miasma hangs over the place – no doubt the result of all the potion-brewing that must go on here.

The witch-women keep a wary eye on you as you make your way to the village square, where you announce, in a slightly unsteady voice, that you have brought the Cauldronweed they wanted.

'You've brought Cauldronweed here?' asks one toothless hag, bent almost double with age.

'That's right,' you say, and take the plants you collected

from Bu Fon Fen from your pack.

But which plants did you pick?

| | |
|---|---|
| Ragged Leaves? | Turn to **218** |
| Star Flowers? | Turn to **239** |



**296**

The box contains a small leather-bound book entitled *The Making and Casting of Dragon Fire*. You open the pages and begin to read. Fortunately, it is written in your own language and so was probably not understood by the Orcs – otherwise this treasure would certainly not be as loosely guarded as it was.

However, rather than learning how to cast the Dragonfire spell, you find yourself reading a page entitled *How to Break a Curse*, which states three things you will need: powdered Unicorn horn, Medusa Grass and the breath of the one who spoke the curse.

Repeating this information to memorize it, you leave the room. Turn to **42**.



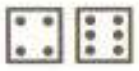
**297**

It is Stormsday when you return to the Adventurers' Guild of Salamonis, and dark clouds are gathering over the city. You wonder if it is a sign that there are dark forces at work. (Put a mark on Stormsday on the Wheel of the Week on your *Adventure Sheet*.)

Since you first arrived in Salamonis, you have started to earn a reputation for yourself. This is represented by your AMONOUR score. Your experiences have also toughened you up and honed your skills. You have a pool of points equivalent to your current AMONOUR score, which you now need to share out among your different attributes. For every 2 points of AMONOUR you currently have, you may increase your Initial SKILL, STAMINA, or LUCK by 1 point. You may increase the same attribute more than once. Then increase your current score to this new maximum. Please note that your SKILL and LUCK scores may not exceed 12 points each, while your STAMINA score may not go higher than 24 points.

When you are done distributing your pool of points, and have updated your SKILL, STAMINA and LUCK scores on your *Adventure Sheet*, including their *Initial* scores, turn to **287**.





### 298

'We have travelled far in order to cure this wretch,' you explain, indicating the Shivering Man. 'By freeing him of a potent curse, we hope to help all those who would continue to suffer were we not to succeed.'

*Test Your Luck.* If you are Lucky, turn to **457**. If you are Unlucky, turn to **359**.

### 299

Did you choose a Holy Symbol to defend yourself against the Shriekers? If so, turn to **409**. If not, turn to **151**.

### 300

On the east wall of the passage, you see another door, this time made of solid metal. Listening at the door, you hear the sound of tortured screams coming from within. If you wish to try opening the door, turn to **102**. If you decide to ignore this room and continue up the corridor, turn to **303**.

### 301

To your left, on the west face of the passage, there is a rough-cut wooden door. You listen at the door and can hear a rasping sound which may be some sort of creature snoring. Do you want to open the door? If so, turn to **82**. If you wish to press on northwards, turn to **208**.



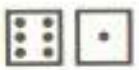
### 302

Moving slowly, so as not to startle the majestic animal, you unroll the Spelling Sheet and lay your hands upon it as you empty your mind of all distractions. Slowly, inside your head, the splashing of the tumbling cascade is transformed into the voice of the Oracle...

*Anger is gone, there is no place for nervousness here. Peace reigns supreme, all is...* *[_AL_]*

If you know what the Oracle is trying to tell you, fill in the missing letters and then use the Spelling Sheet to turn the answer into numbers, add them together and then turn to the section with the same number as the total. If you do not know, or the section you turn to makes no sense (meaning you have got it wrong), turn to **256**.





### 303

You arrive at the end of the passage, where it meets another going east-west. But an iron portcullis blocks your way, and no amount of charging is going to budge it. On the wall to your right are two levers, and it seems likely that these levers have something to do with raising the portcullis. The lever on the left appears to be clearly fake to you, so you pull the one on the right.

You hear a deep rumbling noise, and the ground begins to shudder. Slowly and noisily the portcullis rises into the ceiling. You may now walk to the junction. Will you turn west (turn to **210**) or east (turn to **58**)?

### 304

What do you have in your backpack that you think might be effective against the Shrieker Queen?

| | |
|---|---|
| A Holy Symbol? | Turn to **163** |
| A Length of Rope? | Turn to **103** |
| A Brass Ring? | Turn to **51** |

### 305

'Very well, but don't say I didn't warn you,' says the Guildmaster, 'for this quest will take you into the Forest of Yore, which is as dangerous as it is magical. The forest is ancient beyond reckoning, thousands of years old, and



full of mystical secrets. It is certainly not a quest to be undertaken without adequate preparation and you would be wise not to go alone. Do you know of anyone who could help you? Maybe someone with some magic themselves?'

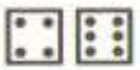
Well, there is one name that springs to mind. If you want to go in search of Ruznik Ullssen, to see if he will help you acquire the horn of the Black Unicorn, turn to **325**. If you would prefer to go face the challenge alone, turn to **349**.

### 306

Within a day, the cavalcade enters a steep-sided pass that cuts south-west through the foothills of the Craggen Heights. To the south, they rise to rocky peaks that are dominated by the dark silhouette of the infamous Craggen Rock. You find yourself nervously watching the sides of the pass and starting at every echo.

'Perfect ambush territory,' Nanoc says, which doesn't make you feel any better, 'so keep your eyes open and your wits about you.'

Do you want to offer to scout ahead to make sure that the way is safe (turn to **196**), or would you rather stay with the caravan (turn to **384**)?



307

'Very well,' says the Guildmaster, 'but I must warn you that your chances of success are slim.'

'You keep saying that rumour says, so where have these rumours been heard?' you ask.

'If I were you, I would make enquiries in the Temple District. Beyond that, it's all up to you.'

You leave the Adventurers' Guild once more, pondering how you are going to track down the mysterious Sisters of the Brotherhood.

If you want to do as the Guildmaster suggests and visit the Temple District, turn to **252**. If you have a Beggar's Mark, perhaps there is someone else you could ask for help – turn to **288**. Alternatively, if you have visited the Half-Darned Sock, maybe you can think of another approach (turn to **265**). Then again, if you have the *Spelling* Special Skill, you could try casting a spell to find out where the cult is hiding (turn to **28**).

308

You hand over the money and Pinchpenny accepts it without a word of thanks before wandering off to bother someone else. Turn to **369**.



309

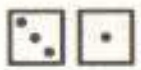
You explain that there is no need to thank you. 'Anyone in the same situation would have come to the girls' rescue,' you say. 'A reward is not necessary, but a traditional thank you – you know, enough money for a couple of drinks, perhaps? – would be gratefully received, of course.'

*Test Your Luck*. If you are Lucky, turn to **329**. If you are Unlucky, turn to **289**.



310

Without the required ingredient, you have no hope of curing the Shivering Man and your quest is doomed to failure. Your reputation may never recover. Perhaps it is time to consider retiring from the adventuring business to become a tuberbeet farmer in Coven instead. Your adventure is over.



### 311

You use the Beeswax to plug your ears and immediately the feeling of panic that was threatening to overwhelm you begins to subside. (When you come to fight the Shriekers, you can ignore the penalty you will be told to apply to your Attack Strength.) Turn to **238**.

### 312

Your reactions are too slow and before you can dodge out of the way of the flying slimeball it hits you on your arm. You immediately cry out in pain as the acidic matter starts to eat its way through your flesh. (Lose 3 STAMINA points.) Turn to **262**.



### 313

'That's a relief,' the Half-Ogre replies. 'They've shut down production in the western galleries and none of the miners want to work those sections while they're still down there.' You ask the Half-Ogre foreman what 'they' are. 'Didn't they tell you? Rock Grubs, of course! But a brave adventurer like you will make short work of them, I'm sure. You just need to enter the mine there' – he points to the entrance before you – 'take the first left, then it's left again, and then take the first right. Just bring back



evidence of anything you dispose of down there and you'll get paid 1 Gold Piece for each one.'

If you want to enter the mine, turn to **441**. If you've had a change of heart and want to return to Salamonis and the Adventurers' Guild in hope of picking up a different job, turn to **375**.



### 314

Further up the passage you see a door in the east wall. You listen hard, but you can hear no sound. Do you want to open the door to investigate? If so, turn to **223**. If you want to walk further up the passageway, turn to **300**.

### 315

You've heard tell that the scaly skin of a Swampsnake is highly prized by alchemists and potion-makers. You quickly skin the reptile, and stow your prize in your backpack, before throwing the rest of the snake's remains away into the swamp and setting off again. (Add the Swampsnake Skin to your *Adventure Sheet*.) Turn to **335**.



### 316

You find a couple of seats in a quieter part of the inn and Rodriguez joins you there a few minutes later. He is carrying two mugs of spicy Hobgoblin mead. You don't know whether he actually paid for them or whether he scammed the landlord. You take a sip of your drink and ask him what he has in mind.

'Well,' he begins, 'I have a cheeky little grift which should get us a few free drinks and maybe even a room for the night. It's a card trick.' He gets up from his seat again. 'Come on, follow me.'

If you want to follow Rodriguez, turn to **190**. If you would rather leave him to his grifting and find someone else to talk to, turn to **376**.

### 317

You cut down the Dwarf. He is, as you guessed, dead. Going through the pockets of the two Goblins, you find a large piece of sweet-smelling Cheese. If you wish to take this with you, put it in your pack and leave the room northwards. Turn to **303**.





### 318

The dog is dead by your hand. You can hear somebody laughing and are surprised, not to say a little disturbed, when you look up and see that it is the Tax Collector. 'You don't think your pathetic attempts at swordplay are enough to keep Midnight the Immortal Nightmare down, do you?' Pinchpenny says with a snort of derision.

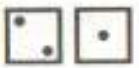
The mastiff's body starts to twitch, the wounds you dealt it healing themselves before your very eyes. You don't wait to see what happens next but take off into the hustle and bustle of the market. (Add the word 'Criminal' to your *Adventure Sheet*.) You quickly lose yourself in the crowds and make your way to the Adventurers' Guild, following a circuitous route through the back alleys of the city to reach it. Turn to **120**.

### 319

A voice speaks to you from inside the mist: 'Seek the Black Unicorn but take not its horn. The blood of the Shriekers will help break the curse. And beware the mark of the skull.' Turn to **79**.

### 320

You run out of the room and slam the door shut behind you. You turn northwards up the passageway, passing a similar-looking door further up. Turn to **363**.





*The Black Unicorn lets you get within a few feet of it*



**321**

Incredibly, the Black Unicorn lets you get within a few feet of it before it abruptly snorts and starts to paw the ground with its great hooves. You wouldn't like to be on the receiving end of a kick from one of those! If you have a rope and would like to try to use it to take the beast captive, turn to **216**. If not, turn to **235**.



**322**

The bow twangs as you release the arrow, but the shaft goes wide. It clatters against the granite outcrop, startling the Unicorn, which immediately takes off into the trees. You suspect that it would be pointless trying to pursue the beast now; it has your scent and is far faster than you are anyway. You doubt you could ever catch up with it, even if you chased it for a year and a day. Considering you have no other choice, you decide to quit the Forest of Yore and return to Salamonis.

Move the Wheel of the Week on 8 days and turn to **383**.

## 323

At that moment, an elderly noblewoman and her entourage disembark from a fine barque on to the quayside. Having an eye for a heavy tipper, Ruznik bids you good luck and farewell and bustles off to see if he can be of assistance to the noblewoman, waving a handful of maps to attract her attention.

It's probably wise to leave the Whitewater Landing area as soon as possible, but you are still curious about the docks and the people who make a living here. A makeshift marketplace has already sprung up and traders are bawling their wares to their customers. But what good is a market to you if you don't have any money?

If you have a City Map, turn to **423**. If not, turn to **454**.

## 324

It is not long before the Goblin Wolf Riders reach your position and the boldest of them attacks. You must fight the Goblin and its vicious mount at the same time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *HILL GOBLIN* | *7* | *6* |
| *DIRE WOLF* | *7* | *8* |

If you win, turn to **344**.



## 325



You find Ruznik at his usual haunt at the Boondocks, greeting new arrivals to the city while trying to sell them maps of Salamonis. 'Ah, my young friend!' he declares when he catches sight of you. 'You appear to have gone up in the world since we last saw each other. Is there anything I can help you with? A tour of the Mystics Quarter, or a personal meditation session perhaps?'

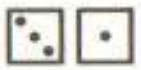
'I want you to help me track down the Black Unicorn,' you tell him.

'The Black Unicorn of the Forest of Yore?'

'The very same.'

'Hmm...' Ruznik thinks for a moment. 'It'll cost you – 4 Gold Pieces. And we'll need the help of my daughter too. That'll be another 3 Gold Pieces. So, what do you say?'

If you can afford Ruznik's fee and are willing to pay it, turn to **387**. If you can't afford it, or you are unwilling to pay, you will have to hunt the Black Unicorn alone – turn to **368**.



### 326

All manner of dangers can lie in wait for the unwary travellers when it comes to oases. Many desert predators lie in wait under the sands close to such waterholes, hoping to secure an easy Meal. Bearing this in mind, do you want to take a diversion to investigate the oasis (turn to **347**), or would you prefer to avoid going anywhere near it (turn to **373**)?



### 327

'No, that is a task for someone else to complete,' the Guildmaster tells you, 'or maybe you, when you have gained some more experience.'

There is nothing you can say to make him change his mind and so you will have to choose another challenge.

If you want to try to fulfil this quest later, when your AMONOUR score is higher, you may select that option again. But for now, turn to **120**.



### 328

You leap at the man, intending to wrest his sword from its scabbard before he can use it against you. But as you go to lay hands on him, you feel as if you have been struck by lightning and are thrown backwards on to the ground. (Lose 3 STAMINA points.)

Of course, that's how a man like Odious Pinchpenny can walk about the town without any bodyguards for protection and not come to any harm – he is protected by magical means.

'Let's try that again, shall we?' he says. 'Only I'm going to have to fine you an additional 2 Gold Pieces for attacking an officer of the King going about his official duties.'

If you want to hand over the money, cross off 4 Gold Pieces from your *Adventure Sheet* and turn to **308**. If you want to make a run for it instead, turn to **348**.





### 329

'Today's your lucky day,' the mother says. 'I don't normally carry my purse with me when I take my daughters out – there are just too many pickpockets about – but I did today. Here, take this as a thank you for saving us from that rabid beast.'

She takes some money from her purse and puts it into your hand. Roll one die and add 6: this the number of Salacoins she has given you. When the womenfolk have gone on their way, Dog comes creeping back and reminds you that half the money is his. (Divide the number of Salacoins you were given by 2, rounding fractions up, and record that amount on your *Adventure Sheet*.) That done, you go your separate ways once more. Turn to **99**.

### 330

Even though the beast is bearing down on you, you grab the Spelling Sheet from your backpack and lay it on the floor of the pit. Laying your hands upon it, you close your eyes and wait for the Oracle to reveal its wisdom to you. As the roars of the monster fade into the background, you hear a small voice speak inside your head...

*No enemy mine, you are no fiend. I mean you no harm for you are the enemy of my enemy...* *[F_ _E_ _]*



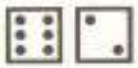
If you know what the Oracle is trying to tell you, fill in the missing letters and then use the Spelling Sheet to turn the answer into numbers, add them together and then turn to the section with the same number as the total. If you do not know, or the section you turn to makes no sense (meaning you have got it wrong), turn to **13**.



### 331

Healing Hans refuses to enter the mine. 'That's what you two are here for,' he says dismissively. 'My role in this endeavour is to cure the Shivering Man and free him of his curse after you have found where he is hiding.'

You set off into the mine, with the legend that is Longbeard, the author of your favourite book, at your side. You spend hours exploring abandoned tunnels and galleries and do indeed eventually catch up with the Shivering Man. But as you begin to guide him back towards the surface, the Shriekers attack. There are too many for the two of you to overcome. Although you fight valiantly, the undead flying fish eventually get the better of you and strip the flesh from your bones.



### 332

You swiftly sidestep, dodging out of the path of the flying slimeball. It hits the wall of the shed behind you, where it hisses as the acidic matter starts to eat its way through the wood. (Add 1 LUCK point.) Turn to **262**.

### 333



'Oh dear,' says Ruznik, sounding disappointed. 'It seems you do not have the knack of Spelling after all. In that case, there is nothing more I can do. Here, have half your money back.' (Regain 2 Gold Pieces but lose 1 LUCK point.)

Dejected, but not knowing what else to do, you leave the Wizard's Pipe and consider training in some other discipline. Turn to **346**.

### 334

'You're not here looking for the Shivering Man, are you?' challenges the Half-Ogre. How will you respond to this question?

'Who is the Shivering Man?' Turn to **354**

'I'm here to see Picky the Dwarf.' Turn to **411**

'I'm here to hunt monsters.' Turn to **313**





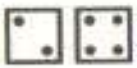
### 335

You press on through the fens until the trail opens up as it reaches a riverbank. A profusion of brightly coloured plants grows beside the sluggish river, but which one of them is the herb known as Cauldronweed? If you want to pick several bunches of a plant with no flowers and ragged, dark green leaves, turn to **385**. If you want to pick several tall stems that are adorned with bright yellow star-shaped flowers, turn to **405**.

### 336

Settling on a table of Dwarf miners, who are drinking together at a table in a darkened corner, you try to give them the same banter Rodriguez gave the landlord. Although you are not as well-practised at this sort of thing as he is, you do actually manage to persuade the five Dwarfs to agree to give you 2 Salacoins each, if you can correctly guess the second card they pick.

A burly Dwarf with muscular arms and a shaved head goes first. He picks a card. 'Okay, now double it,' you tell him, 'add 5, and multiply the number you now have by 5. Then, when you're ready, pick another card.'



Another of the miners selects the second card and a hush falls over the table as they work out the final sum. 'One hundred and eighteen!' the Dwarf says at last, beaming at his friends proudly.

So, what were the two cards the Dwarfs picked? If you know, turn the solution into a two-digit number and turn to that section now. If you can't work out which cards they picked, or the section you turn to makes no sense – meaning you have got it wrong – turn to **356**.



337

'Sirs,' you say, 'during my voyage here I lost my backpack and everything in it. Who should I report this to?'

'Anyone you want,' says the shorter of the two guards. 'It won't matter. No one will take any notice. And if they



do find your pack, they'll most likely just keep it for themselves! Hah, hah!'

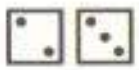
'Now move along,' says the taller guard, giving you a shove.

Losing your balance, you fall to the ground, grazing your knees. (Lose 1 STAMINA point.)

However, now you are so close to the ground, you catch sight of a trinket that someone must have dropped. You're not sure if it's worth anything or if it is only of sentimental value, but you decide to keep hold of it and pop it in your pocket just in case, either with a mind to returning it to its owner in due course or of selling it to a pedlar yourself to raise some much-needed cash. (Add the Trinket to your *Equipment List*.)

The Boondocks are populated by all manner of shady-looking characters, and animals too. Packs of hungry dogs and feral cats roam the area in search of scraps of meat.

Suddenly a fight breaks out amongst the feral animals. A high-pitched screech rises and ends when a dog, clearly in pain, limps away from the fight, not far from where you are sitting. You'd swear the animal issued a curse as it ran away. But no, you must have been mistaken. Dogs can't talk, can they? Turn to **367**.



### 338

Fortunately, the time you spent studying with Oran Flintforge at the Adventurers' Guild has made you aware of the things to look out for that might give away the presence of a trap. This applies to natural hazards as well. Your torch illuminates a large flat boulder, but you cannot be sure that the rocks it is resting on are stable. There is no other way on, so you must either risk putting your weight on the boulder (turn to **377**) or give up on exploring the caves any further and turn back (turn to **399**).



### 339

The lock was obviously inadequate; it flies off and lands on the floor several metres away. You lift up the heavy lid and your eyes widen as you see the gold sheen coming from within. A fair number of Gold Pieces are inside. In one corner lies a small black bottle with a tight glass stopper, containing a liquid of some kind. Also in the chest is a silky black glove. But as you are admiring this treasure you hear a soft click and wince in pain as a small dart shoots forward into your stomach. Roll one die and subtract this number of points from your STAMINA to determine the effect of the poison on the dart tip. If you are still alive, turn to **201**. If not, turn to **200**.



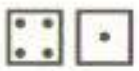
### 340

In the gloom of the shed, you spread out your Spelling Sheet on one of the wooden walls, rather than the floor, and emptying your mind wait for the Oracle to guide you...

*'Vile entities. Rats, mice, insects... Nasty!'* the voice whispers in your mind, and then it is silent once more. *[V_ _ _I_]*

If you know what the Oracle was trying to tell you, fill in the missing letters and then use the Spelling Sheet to turn the answer into numbers, add them together and then turn to the section with the same number as the total. If you cannot solve the riddle, or the section you turn to makes no sense (meaning you have got it wrong), turn to **382**.





### 341

'Bringing Cardinal Zyn to justice will be no mean feat,' the Guildmaster says.

'Why?' you ask. 'Who is Cardinal Zyn and what crime has he committed?'

'The quest was posted anonymously,' the veteran adventurer explains, 'so I do not know who wishes him to face Libra's justice. As to who he is...' The Guildmaster lowers his voice and beckons you closer, before going on in a conspiratorial manner. 'It is said that Cardinal Zyn is the head of an outlawed cult that goes by the name the Sisters of the Brotherhood. Who the members of this cult are or where they meet, nobody knows.'

'Somebody must know,' you put in, 'otherwise how do people know there is such a cult?'

'But finding them won't be easy. They are believed to have cursed a number of prominent individuals – including a prince of the royal household, if the rumours are true.'

'To what end?' you ask.

'To sow chaos and discord. But it would be wrong of me to let you even attempt such a challenge, if you are not up to it.'



If your AMONOUR score is 16 points or higher, turn to **307**. If not, turn to **327**.



### 342

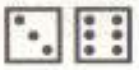
'Guards!' Pinchpenny shouts, and a moment later a pair of burly guardsmen, wearing helmets and leather armour, and carrying heavy clubs, appear from among the market stalls. Turn to **133**.

### 343

The door creaks and gives way a little but does not break up. (Lose 1 STAMINA point for your bruises, and if this means you are now dead, turn to **200**.) You can't help feeling that one more solid whack will do it. If you want to barge the door again, turn to **16**. If not, turn to **92** to retrace your steps.

### 344

Seeing you cut down their leader, rather than flee in terror, the other Wolf Riders surround you and attack. Although you fight hard and sell your life dear, against such overwhelming odds there can only be one outcome. You only hope that Nanoc and the others can prevail where you have failed.





*Cardinal Zyn has other ideas*



**345**

Seeing what you have done, the cultists back away from the pit in fear. You make the most of the opportunity, quickly climbing out, and run at Cardinal Zyn, who appears to be paralysed with shock. As you approach him with your sword drawn, you are ready to take the zealot prisoner and march him out of the temple with your blade to his throat to stop any of his devotees trying to stop you. But Cardinal Zyn has other ideas. Shaking off his paralysis, he pulls a dagger with a long, curved blade from within his robes and prepares to defend himself.

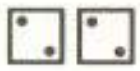
*CARDINAL ZYN* *SKILL 10* *STAMINA 11*

If you reduce Zyn's STAMINA score to 3 points or fewer, turn to **135**.



**346**

Who knew that training to become a fully-fledged adventurer would be so hard? If you have a Holy Symbol, turn to **4**. If not, turn to **469**.



## 347

Despite Nanoc wanting to have nothing to do with it, you gallop off towards the shimmering oasis. It is baking hot under the unrelenting sun and your steed is sweating as much as you are. The poor animal is desperately in need of water and could collapse if it doesn't have something to drink soon. But as you draw closer to the oasis, rather than disappearing into dust, you hear the trickling of a spring and the swishing of the palm leaves in the desert breeze. The oasis is real!

You beckon for the rest of the caravan to join you, and everyone takes the opportunity to water the animals, have a drink themselves, and some even take a dip in the pool in the shade of the palms to wash the dust of the road from them. There are figs and dates growing here, and you all fill your bellies with sweet fruits. (Restore up to 4 STAMINA points and gain 1 AMONOUR point). You also manage to collect 2 Meals' worth of the fruit. (Record these on your *Adventure Sheet* as well.)

Later that afternoon, with the sun sinking in the sky and it feeling noticeably cooler, Garreau's caravan sets off once more. Turn to **373**.





## 348

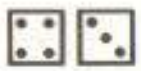
You make a break for it and sprint away from the Market Square. As far as you can tell, the Tax Collector doesn't make any effort to give chase. He's probably too unfit. You make your way to the Adventurers' Guild by a more circuitous route, through the backstreets of the city.

Write the word 'Wanted' on your *Adventure Sheet* and turn to **369**.



## 349

The Guildmaster raises an eyebrow. 'If you are determined to take on this challenge by yourself, I suggest you visit the market first,' he says. If you want to take his advice, make a note of the number '368' on your *Adventure Sheet* and then turn to **400**. If you feel you are already well prepared enough and just want to set off on your latest quest, turn to **368**.



### 350

There is nothing you can do against such overwhelming numbers of Toadmen. You sell your life dear, but in the end, you pay the ultimate price. The Toadmen throw your lifeless body into one of the muddy Sinkpits of Bu Fon Fen, where your rotting remains will provide their precious plants with a source of food.



### 351

Laying the Spelling Sheet on the ground, and praying the Tooki riders do not spot you before you can finish casting your spell, you beg the Oracle for aid...

*I may be in sight, but I cannot be seen. I am not a ghost, I am...*

*[_NV___B__]*

If you know what the Oracle is trying to tell you, fill in the missing letters and then use the Spelling Sheet to turn the answer into numbers, add them together and then turn to the section with the same number as the total. If you cannot solve the riddle, or the section you turn to makes no sense (meaning you have got it wrong), turn to **117**.



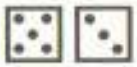
### 352

You have read about this hideous creature in King Salamon's Library. What Pigboy and Jowler call a Rattapillar is in fact a Spit Maggot. It is a grotesque, verminous creature that is capable of spitting gobbets of acidic slime at a foe up to ten metres away. In fact, you can see that it is preparing to do that now and dodge out of the way as it unleashes just such a slimeball from its mouth. It will take the Maggot a few minutes to be able to use its acid-spit attack again, but you intend to put an end to it before that can happen. However, from your studies, you also know that the Spit Maggot is susceptible to salt. If you have some Salt and want to cast it over the creature, turn to **209**. If not, turn to **262**.



### 353

You lunge at the old man as he leaps towards you with outstretched arms – and run him through the chest with your sword. You curse as you realize that he was making no attempt to attack you; his wild excitement must merely have been relief after having been imprisoned for what had apparently been a very long time. You will now get no information out of him on the perils of the adventure ahead. Turn to **314** to progress up the passageway.



### 354

'That's the thing, nobody knows,' the foreman replies. 'Trouble is, people believe he's cursed. It's certainly true that whenever he turns up somewhere disaster soon follows. Some of the miners say they've seen him down in the mine. Some people even think he's living down there. But he's not the pest we need controlling.'

Will you tell the Half-Ogre that you will rid the silver mine of its pests and enter the mine (turn to **441**), or will you bid him farewell, thinking it best you return to Salamonis and the Adventurers' Guild in the hope of picking up a different job (turn to **375**)?





### 355

'Yes!' Hans exclaims, taking the bottle of viscous green blood he collected after your battle with the winged fish horrors from his bag.

Hans prepares the ingredients while the Shivering Man waits patiently, now accepting that you are all trying to help him. Having consumed the crushed Medusa Grass and powdered Alicorn, inhaled Cardinal Zyn's last breath, and drunk the foul blood of the Shriekers, the Shivering Man is led into the healing pool by Hans and Gaya. It is then that a horribly familiar sound reaches your ears. Echoing from the forest comes the sound of screaming. The Shriekers are coming!

If you have some Beeswax, turn to **284**. If not, turn to **447**.



### 356

The Dwarfs laugh at you in derision, and soon it seems everyone else in the Half-Darned Sock is laughing at you too. That's hardly going to help your reputation around Salamonis. (Lose 1 AMONOUR.) Hanging your head in shame, you leave Rodriguez and skulk over to another part of the bar, your face red with embarrassment. Turn to **376**.



357

You meet Ruznik Ullsen again at the Boondocks and from there – as soon as you have paid him his fee of 4 Gold Pieces, of course (deduct the money from the Gold box on your *Adventure Sheet*) – he leads you to a smoky tavern called the Wizard's Pipe. In a secluded booth in a dark corner of the drinking establishment, he sits you down with a flagon of ale and teaches you the art of Spelling. (Gain 2 STAMINA points from drinking the ale.)

'It's really quite simple,' Ruznik says, rolling out a scroll on the table before you. It is made up of a grid of twenty-five squares filled with the letters A to Y. 'In any given situation where you think you might want to cast a spell, unroll the Spelling Sheet, and lay your hands upon it. You then clear your mind and enter a meditative state to allow the Oracle to guide you. Any visions or messages you receive should guide you to spell out a particular word or words, and in doing so you cast your spell. Let me demonstrate.'

Ruznik closes his eyes and lays his hands on the scroll. You watch as, slowly at first, and then more quickly, his fingers begin to spell out a word using the grid of letters. The word they spell is 'FLAGON' and you watch in astonishment as, before your very eyes, Ruznik's flagon magically refills itself.



'Now you try,' he says. 'Remember, empty your mind and allow the Oracle to speak to you.'

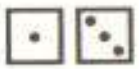
'What sort of spell do you want me to cast?' you ask as you spread your hands out on the piece of parchment.

'That is up to you,' says Ruznik, 'but don't you feel it's a little cold in here?'

You close your eyes and, as you clear your mind of all thought, it is as if you hear a voice speaking inside your head...

*There is a mighty warrior without sword or shield. Enemies use him against one another. His strength is fierce, but anyone can tame him. He will meekly serve any who know the trick of looking after him and feeding him properly, but if they let him grow proud, this ungrateful friend will soon turn against them.* *[F_R_]*

On page 368 you will find Ruznik's Spelling Sheet. If you can work out the answer to the Oracle's riddle, fill in the missing letters and then use the grid to turn the answer into numbers, add them together and then turn to the section with the same number as the total. If you cannot solve the riddle, or the section you turn to makes no sense (meaning you have got it wrong), turn to **333**.



## 358

You take two more steps forward when suddenly the ground tilts beneath you. The flat boulder you are standing on has become unbalanced and you lose your footing, twisting your ankle as you try to recover yourself. (Lose 2 STAMINA points and 1 SKILL point.) Your survival instinct kicks in and you desperately stumble back towards the cave mouth. Roll two dice. If the number rolled is equal to or less than your SKILL score, turn to **399**. If the number rolled exceeds your SKILL score, turn to **420**.



## 359

'You come with horses and warriors and expect us to grant you access to our sacred Rainbow Ponds?' the Elf says. 'You are not worthy of the aid of the Elves of Eren Durdinath,' she declares. In the next moment, you hear the swish of arrows slicing through the air and then the thuds of bodies hitting the ground as your party are all cut down. You are the last to fall from your horse, an arrow fletched with white feathers having penetrated your heart.



## 360

You must act fast! Snatching the scroll from your backpack, you lay the Spelling Sheet on the ground and call upon the Oracle for guidance. As the swish of the Goblins' arrows slicing through the air fades you hear the voice of the Oracle inside your head...

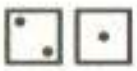
*Battle barrier, swordsman's saviour, fighter's friend...*
*[_ _ I _ L _]*

If you know what the Oracle is trying to tell you, fill in the missing letters and then use the Spelling Sheet to turn the answer into numbers, add them together and then turn to the section with the same number as the total. If you cannot solve the riddle, or the section you turn to makes no sense (meaning you have got it wrong), turn to **380**.

## 361

What do you want to do now that the Black Unicorn is here before you? Will you:

| | |
|---|---|
| Shoot an arrow at it (if you are able to)? | Turn to **401** |
| Cast a spell (if you can)? | Turn to **302** |
| Try to creep up on it and take it by surprise? | Turn to **277** |
| Run at it with your sword drawn? | Turn to **256** |



## 362

The three of you set off, but you do not reach the silver mine until after Glantanka the Sun Goddess has passed the zenith. Standing at the entrance to the mine, you consider your options. 'We must not delay in finding the Shivering Man,' Healing Hans says, eager to draw this quest to a conclusion.

'Mines can be treacherous places,' Longbeard warns. 'I think it would be better if we had some help. If only I still had my Dragon Horn. Any Dwarf who hears its call would know that another was in need of aid and would come to our assistance.'

If you have a Dragon Carnyx, turn to **418**. If not, turn to **331**.



## 363

Further up the passage on the west wall you see another similar door. You listen at the door and grimace to hear the worst singing you have ever heard in your life! Do you want to go into the room to investigate this hideous din (turn to **370**) or walk on up the passageway (turn to **42**)?



## 364

Pulling the horse's head around and lashing the reins, you urge your steed forward at a gallop while the Goblins give chase. You can hear the snarling of the wolves and the cries of their riders over the pounding of your steed's hooves on the ground and you fear that they are steadily closing the gap between you. But before the hunting party can catch up with you, you crest the ridge and ride at breakneck speed back down into the pass. Turn to **404**.



## 365

The Orcs attack you one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First ORC* | *6* | *4* |
| *Second ORC* | *5* | *3* |
| *Third ORC* | *6* | *4* |
| *Fourth ORC* | *5* | *2* |
| *Fifth ORC* | *4* | *4* |

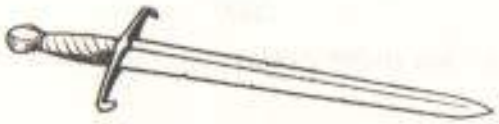
If you win, turn to **183**. If you wish to *Escape* during the battle (don't forget your penalty for this), turn to **237**. However, if you lose the battle, turn to **200**.

**366**

You swing your sword in a great arc and succeed in slicing through the monster's tail. Its barbed tip falls to the ground, oozing a vile green, viscous substance. The Queen will not be able to use that form of attack against you again. Instead, screaming even louder than the rest of the Swarm combined, she swoops down and attempts to bite off your head.

*SHRIEKER QUEEN* *SKILL 11* *STAMINA 14*

If you manage to defeat the monster, turn to **470**.



**367**

'One day those bully boys will get what's coming to them,' comes a gruff voice from behind you. You turn to see one of your companions from the longboat standing there. It is Nanoc the Barbarian. 'They wouldn't treat a Strongarm like that, that's for sure.'

There is no doubting Nanoc's profession. With a powerful physique and a short temper, this mountain of a man strikes an imposing figure on the dockside, but his presence makes



you feel slightly less anxious. You're sure that if you could tag along with him, you wouldn't run into any more trouble, and so you start to make small talk with the Barbarian, asking him whether he is pleased to be in Salamonis.

'For the last five years, I have worked as a Strongarm and risen to the rank of Captain,' he tells you. 'My travels have taken me to the four corners of Allansia. When I was younger, I enjoyed the excitement of new sights, new places, new people. But now I just want an easier life. I have seen little of my wife, Tabatha. It's time to settle down. Perhaps start a family. Salamonis is my home. I promised Tabatha that after that last job, I wouldn't take on any more Strongarm work.'

You're just starting out in the world, and the Barbarian is looking to retire.

'Which way are you headed?' he asks. 'If you're looking for adventure, you'll be wanting the Adventurers' Guild.'

How will you reply?

'Yes, I'm heading to the Adventurers' Guild.' Turn to **390**

'No, I'm going to look for some work here at the Boondocks.' Turn to **410**

### 368

As you leave Salamonis once more, you consider the details of the quest. You must find the infamous Black Unicorn and take its horn, which you must then bring back to the city and give to someone known as Zenib Attito at the House of the Wyvern in the Mystics Quarter. Finding the Black Unicorn itself would be a nigh impossible task were it not for the one instruction Attito had imparted to the Guildmaster – and that is, if you are to have any hope of tracking the creature down, you must first find the Silver Pool.

Four days after leaving Salamonis you are well and truly lost within the winding tracts of the ancient woodland. Birdsong rings through the leafy canopy above you while dappled sunlight illuminates meadows of wild flowers and startlingly colourful fungi. If you are travelling alone, turn to **458**. If not, turn to **408**.





### 369

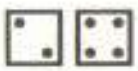
You are met at the door to the Adventurers' Guild by the grizzled Guildmaster. 'You're back, then,' he says as you proudly show him your Adventurers' Permit. Turn to **120**.



### 370

The door opens to reveal a small room. The room is dirty and unkempt. A straw mattress lies in one corner. In the centre of the room is a wooden table upon which a candle burns, lighting the room with its flickering flame. A small box rests under the table. Seated around the table are two small creatures with warty skin, dressed in leather armour. They are drinking some kind of grog and, by the way they stagger to their feet on your arrival, you assume they are very drunk. You may either draw your sword and leap forward at them (turn to **116**) or slam the door quickly and run up the passage (turn to **42**).







*It is a shapeless mass of writing tentacles, snapping mouths and terrible claws*



371

Rough hands seize you and you are forcefully marched through the cult's lair to a large chamber adorned with cult banners and lit by burning braziers, in the centre of which is a pit. The cultists do not hesitate to push you in. You land hard, grazing your hands and jarring your knee. (Lose 3 STAMINA points and 1 SKILL point.) As you pick yourself up and dust yourself down, you become aware of a horrible sucking, slithering noise coming from the other side of the pit.

'An unbeliever!' comes a voice from above you. Standing at the edge of the pit is a tall, bald man of slender build, wearing a red robe like the other cultists but with his head and arms bared. Both are covered in tattoos of strange esoteric symbols. This must be Cardinal Zyn. 'The punishment for heresy is death!' he declares.

There is an archway in the wall of the pit and something monstrous is easing itself under a raised portcullis. As it emerges into the light you gasp in horror. It looks like the creature in the constellation you saw painted on the wall above the door to the secret temple. It is a shapeless mass of writing tentacles, snapping mouths and terrible claws. However, a rusted chain is secured around one insect-like limb, you imagine to stop the horror climbing out of the pit itself. Despite the fact that the creature does not appear to

have any eyes, it is able to sense your presence some other way, for it is crawling across the bottom of the pit towards you. Fortunately, the cultists did not think to relieve you of your sword or backpack, so what do you want to do?

| | |
|---|---|
| Try to climb out of the pit? | Turn to **13** |
| Attack the monster? | Turn to **48** |
| Use something from your pack against the beast? | Turn to **67** |
| Try to sever the chain? | Turn to **91** |
| Cast a spell (if you can)? | Turn to **330** |



**372**

The battle commences!

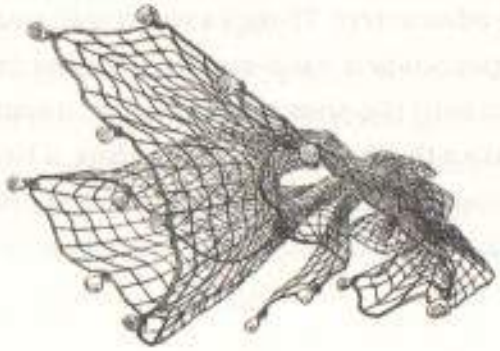
| | *SKILL* | *STAMINA* |
|---|---|---|
| *ORC CHIEFTAIN* | *7* | *6* |
| *SERVANT* | *5* | *3* |

Fight them one at a time. If you defeat them both, turn to **21**. However, if either of the Orcs manages to kill you, turn to **200**.



**373**

The landscape is a waterless waste. A warm wind is blowing over the plains, piling the sandy soil into rippling dunes. *Test Your Luck*. If you are Lucky, turn to **393**. If you are Unlucky, turn to **412**.

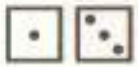


**374**

You hold the pair of scales out in front of you and the hideous creature seems to recoil as a pitiful mewling sound comes from somewhere within its amorphous form. (When you come to fight the monster, you may reduce its SKILL score by 2 points.) Turn to **48**.

**375**

You hitch a lift on a cart carrying finished ingots of silver to the King's Mint and arrive in Salamonis as dusk is falling. Move the Wheel of the Week on 1 day and turn to **383**.



### 376



You eventually get chatting to a motley-looking bunch of would-be adventurers. There's a young man wearing what would appear to be a hand-me-down leather breastplate, which is at least two sizes too big for him, a young woman dressed like a thief with her arm in a sling, a Half-Elf with a blood-soaked bandage wrapped round her head and a Dwarf using a crutch since he has clearly injured his leg somehow.

'What happened to you lot?' you ask, amazed that there is someone having a worse day than you. The young man relates their tale of woe, telling you that they were hired to rid King Salamon's Silver Mine of pests but ended up running foul of a swarm of creatures that looked like undead flying piranhas and nearly drove them mad with their blood-curdling screams.

Closing time comes and the landlord starts to chase everybody out of the inn who hasn't paid for a room for the night. A room costs 1 Gold Piece, or 10 Salacoins, for one night. If you can afford it and you like the idea of spending your first night in Salamonis in a warm bed, turn to **396**.



If you can't afford it, or you don't want to blow so much hard-gotten cash on a room for the night, turn to **416**.



### 377

You take another two steps forward when suddenly the ground tilts beneath you. Your survival instinct kicks in and, turning on your heel, you sprint for the exit again. Roll two dice. If the number rolled is equal to or less than your SKILL score, turn to **399**. If the number rolled exceeds your SKILL score, turn to **420**.

### 378

You wipe your bloodied sword on the mattress. The green blood leaves a slimy stain on the straw. Stepping over the bodies towards the table, you flinch at the foul stench of the creatures. You pick up the box from under the table and examine it. It is a small wooden box with crude hinges. The name 'Farrigo Di Maggio' is inscribed on a brass nameplate on its lid. If you wish to open the box, turn to **296**. If you decide to leave it behind and leave the room, turn to **42**.

### 379

'The final ingredient we will require is Shrieker blood.' Do you have such a thing? If so, turn to **355**. If not, turn to **310**.



### 380

There is nothing you can do to protect yourself from the falling arrows. Roll one die and deduct this many STAMINA points from injuries sustained by the rain of arrows. If you are still alive, turn to **404**.

### 381

The Unicorn does not even try to move out of the way as you bring your sword down and take its horn from its skull. A moment later, it breathes its last. Without its horn a Unicorn cannot live. You have done what you set out to do, but can't help feeling that you have committed a terrible crime against nature. (Add the Black Unicorn's Horn to your *Equipment List* and gain 2 AMONOUR points but lose 3 LUCK points.)

The three of you set off in an easterly direction, hoping to find a way out of the ancient forest as quickly as you can. Nobody feels like speaking and, in fact, Deyna is quietly sobbing to herself. Turn to **73**.





### 382

As your eyes slowly become accustomed to the gloom, you begin to make out the remains of Razorbacks that have been slaughtered at the Guttery. It must be this source of food that has attracted the Rattapillar. You suddenly hear a splash behind you as something whips out of the mud and strikes, as fast as a cobra, sinking great yellowed fangs into the calf of your leg. (Lose 2 STAMINA points.) Turn to **258**.

### 383

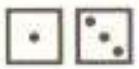
It's time you got some much-needed rest and recuperation. If today is Fireday, turn to **253**. If not, turn to **403**.

### 384

You continue on your way along the pass, the motion of the horse beneath you lulling you into a more relaxed state as the day progresses. As a result, when the attack comes, it takes you entirely by surprise. Arrows rain down from the sides of the pass, fired by a dozen Hill Goblins riding huge Dire Wolves, and sending Luquin Garreau and bodyguards into a panic. If you have the *Spelling* Special Skill and you want to use it now, turn to **360**. If not, turn to **380**.

### 385

As you pick the leaves, they exude a sticky sap that smells like burnt porridge. It is really quite unpleasant. (Add the Ragged Leaves to your *Adventure Sheet*.) Turn to **268**.



### 386

You prepare both the Spelling Sheet and yourself, and then wait for the Oracle to guide your thoughts once more...

*Your quarry dwells where gleaming, mirrored seams cut through the earth, and hands dig to uncover what the eye desires, but the shiny metal is not yours...*

*[__LV__/M__E]*

If you know what the Oracle is trying to tell you, fill in the missing letters and then use the Spelling Sheet to turn the answer into numbers, add them together and then turn to the section with the same number as the total. If you do not know, or the section you turn to makes no sense (meaning you have got it wrong), turn to **406**.

### 387

You hand over the money and Ruznik swiftly pockets it somewhere within his voluminous robes. (Deduct 7 Gold Pieces.) The entrepreneur then hurries off through the city, leading you to a backstreet named Spendthrift Alley and there enters a tumbledown hovel. Inside an attractive girl of no more than eighteen is using a hand-cranked woodblock printing press to produce more of Ruznik's city maps and gazetteers.

'This is Deyna,' he says and introduces you.



'Are you a real adventurer?' the girl asks, clearly a little starstruck.

Ruznik quickly fills her in on what you are paying them for and then sets about packing a bag of his own with curious items from around his home.

'Hmm, it appears I'm short some nose plugs and rope,' he says. 'It might be wise for you to visit the market and see if you can pick them up. We'll meet you outside West Gate when you're done.'

If you have a Swampsnake Skin and want to see if Ruznik wants to buy it from you, turn to **477**. If not, make a note on your *Adventure Sheet* that you are accompanied on this quest by Ruznik Ullssen and his daughter Deyna, and then decide what you want to do. If you want to do as Ruznik suggests, make a note of the number '368' on your *Adventure Sheet* and then turn to **400**. If you feel you are already well prepared enough and just want to get underway with your latest quest, turn to **368**.





388

Gritting your teeth, a great roar rises from your throat as you straighten your legs and lift the solid iron anvil off the ground. 'Not bad,' the Half-Troll says grudgingly. A moment later, however, you are forced to drop it again, but you have passed the test. 'You'll do,' the Half-Troll grunts and, turning away, starts reprimanding a Rhino-Man for not keeping his shield up.

The Pixie leads you to the barracks, where he points out an empty cot and tells you that this will be your home from now on. He also provides you with a medallion, which you have to wear at all times. Every solider has one and yours bears the number '40'.

What follows is day after day of intense combat training that leaves you so drained of energy you lose track of time. But slowly you start to toughen up. You also learn various fighting skills. You steadily grow in strength and your standing among the legionaries grows too.

And then the day of your final test comes. You must prove yourself in battle against another of the hopeful recruits. 'Whoever wins will take their place aboard the Galleykeep,' explains Thugruff, as the legionaries form a wide circle around you. 'For the loser, there is ignominy and death! Do you understand?'



You nod slowly. Only one question remains; who will you be fighting? Roll one die. If the number rolled is odd, turn to **76**. If the number rolled is even, turn to **254**.

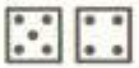


389

'So, you think you're ready to embark upon your first quest, do you?' says the Guildmaster. 'Well, I hope you're right.'

Today is Stormsday, and dark clouds are gathering over the city. You wonder if it is a sign that there are dark forces at work. (Put a mark on Stormsday on the Wheel of the Week on your *Adventure Sheet*.)

Since you first arrived in Salamonis, you have started to earn a reputation for yourself. This is represented by your AMONOUR score. Your experiences have also toughened you up and honed your skills. You have a pool of points equivalent to your current AMONOUR score, which you now need to share out among your different attributes. For every 2 points of AMONOUR you currently have, you may increase your Initial SKILL, STAMINA, or LUCK by 1 point. You may increase the same attribute more than once. Then increase your current score to this new maximum. Please note that your SKILL and LUCK scores may not



exceed 12 points each, while your STAMINA score may not go higher than 24 points.

When you are done distributing your pool of points, and have updated your SKILL, STAMINA and LUCK scores on your *Adventure Sheet*, including their *Initial* scores, turn to **120**.



**390**

'I'll walk with you, then,' says Nanoc, and the two of you set off together into town, heading in the direction of the Sunrise Gate and leaving the hustle and bustle of the Boondocks behind.

As you walk, you ask the Barbarian what life is like as a Strongarm. He tells you that it was his job to keep convoys safe from marauding Orcs and Goblins. The longboat you arrived on was carrying miscellaneous sacks of cargo, including fine cloth and exotic foodstuffs. The hired Strongarms were there to take on any pirates the boat might have encountered during the journey, using their bows, arrows and swords to repel any attack.

'And that is what it means to be a Strongarm,' Nanoc says. 'Keep the cargo safe, whatever the danger. You should bear it in mind if you ever find yourself short of money.'



Luckily, you had no unwelcome encounters during your journey to Salamonis. There was nothing for the guards to do beside tell stories, drink and gamble. And it is the drinking and gambling that are often the ruination of the Strongarms, not marauding Orcs and Goblins; they will either have gambled away their entire wages before they get home, leaving nothing for their families, or they will drink it away on their first night back. Such is the life of a Strongarm.

'Aha! There she is!' Nanoc suddenly declares, pointing. 'Tabatha! Over here!'

His wife waves to him through the crowds, as does a young boy holding her hand. In tears, she runs to Nanoc and hugs him. Nanoc embraces her in return, holding her in his powerful arms.

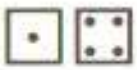
'And who is this young soldier?' he asks, fixing the youngster with a quizzical look. 'Whose boy is this?'

'Why, this is Benboy,' replies Tabatha. 'Your son!'

Nanoc kneels down to face the boy. 'Hello, son,' he says.

'I'm a-pleaze to meet you, Da,' says the child.

With one hand round his wife's waist, and holding his son's



hand with the other, Nanoc bids you farewell and sets off for home.

As you go your separate ways, you hear Nanoc ask, 'How old are you, Benboy?'

'Four,' comes the child's innocent reply.

'Do you hear that, Tabatha?' the Barbarian laughs. 'The boy can't count! I've been away for five years but he thinks he's four!'

Gain 1 AMONOUR point and turn to **99**.

**391**

Oran is impressed with you as a student, and you start to earn a reputation for yourself at the Adventurers' Guild for your abilities when it comes to not only spotting traps but also disarming them. (Gain 2 AMONOUR points.) Turn to **346**.

**392**

'Thank you kindly,' says Vagan as you hand him the money. (Deduct 2 Gold Pieces.) 'Now what can I do you for?' You ask the beggar what he knows of the Sisters of the Brotherhood, to which he replies, 'Come back in a couple of hours and I'll tell you.' You protest, worried that the



beggar is taking you for a fool, but he says that's how long it will take to gather the information you need. You don't see that you have much choice other than to do as he says.

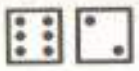
You don't wander too far from the Boondocks, checking in with Vagan from time to time, to make sure that he's not trying to get out of fulfilling his part of the bargain. And then finally, when you next check on him, he catches your eye and beckons you over. He can't tell you where the cult meets but he has gleaned from his sources that the Sisters of the Brotherhood are meeting again this very night, at 12 o'clock. (Note this down on your *Adventure Sheet*.)

If you think you now have all the information you need to find the Sisters of the Brotherhood, turn to **413**. If not, try something you haven't tried already. Will you visit the Temple District (turn to **252**) or, if you have previously visited the Half-Darned Sock, maybe you can think of a different approach (turn to **265**).



**393**

Suddenly noticing movement out of the corner of your eye, you give a shout of alarm as something bursts from the sand beside the trail, startling your steed and causing it to whinny. Turn to **219**.





*The polished shell of a huge, grub-like head*



394

As you proceed further along the tunnel, and head deeper underground, you notice that the walls appear less chiselled and more ... chewed? You are just wondering whether you should turn back when your flickering torchlight reflects from the polished shell of a huge, grub-like head that is possessed of a massive pair of mandibles, powerful enough to cut through solid rock. You have no choice but to draw your sword and defend yourself.

*ROCK GRUB* SKILL 7 STAMINA 11

If you win, turn to **161**. If you wish to *Escape* during the battle and flee from the mine (don't forget your penalty for this), turn to **214**.



### 395

You descend still further, as the tunnel corkscrews down through solid rock, until you finally arrive at a rough-hewn circular chamber. Leading off from it are two tunnels, but you notice that some strange markings have been chiselled into the rock above each tunnel entrance. The angular shape etched into the rock above the left-hand tunnel looks a bit like a skull. The one above the right-hand tunnel looks like a set of jagged fangs. What do you want to do now?

| | |
|---|---|
| Enter the left-hand tunnel? | Turn to **128** |
| Enter the right-hand tunnel? | Turn to **394** |
| Retrace your steps and go the other way at the last junction? | Turn to **182** |
| Retrace your steps and leave King Salamon's Mine? | Turn to **214** |



### 396

You pay the landlord (cross off 1 Gold Piece, or 10 Salacoins) and retire to your room. Although the window rattles in the wind, and it's not the most comfortable bed, you sleep deeply and wake feeling suitably refreshed and ready for the day ahead. Turn to **86**.



### 397

The door opens to reveal a small room with a stone floor and dirty walls. There is a stale smell in the air. In the centre of the room is a makeshift wooden table on which is standing a lit candle. Under the table is a small box. In the far corner of the room is a straw mattress. You may either open the box (turn to **240**) or leave the room (turn to **363**).

### 398

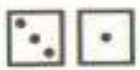
As you tighten your grip on the short sword in your hand, the Queen darts forward, across the glade, and attempts to strike you with her barbed sting.

Roll two dice. If the number rolled is equal to or less than your SKILL score, turn to **366**. If the number is greater than your SKILL score, turn to **430**.



### 399

You make it back to the entrance to the caves without further incident, but without having solved the mystery of the screaming sky to your satisfaction. Knowing that you're not going to get paid, and not wanting your image to diminish in the eyes of the people of Coven, you secretly set off on the return journey to Salamonis. Move the Wheel of the Week on 8 days and then turn to **383**.



400



There are all manner of stalls set up within the Bazaar, selling everything from astronomical instruments to zodiac readings. Looking around, you make a mental note of the items you think could prove most useful to you now that you are a full-blown member of the Adventurers' Guild. You may buy as many items as you want, as long as you have enough money to pay for them.

| | |
|---|---|
| Ancient Treasure Map | 6 Gold Pieces |
| Bag of Salt | 2 Gold Pieces |
| Basilisk-Skin Boots | 10 Gold Pieces |
| Beeswax | 1 Gold Piece |
| Copper Armband | 2 Gold Pieces |
| Empty Bottle | 5 Salacoins |
| Length of Rope | 2 Gold Pieces |
| Medusa Grass | 12 Gold Pieces |
| Nose Plugs | 1 Gold Piece |
| Old Lamp | 3 Gold Pieces |
| Potion of Luck | 5 Gold Pieces |
| Potion of Skill | 5 Gold Pieces |
| Potion of Strength | 4 Gold Pieces |

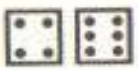


| | |
|---|---|
| Provisions | 5 Salacoins per Meal |
| Shazâarian Ale | 3 Gold Pieces |

When you drink a Potion of Luck, restore your LUCK score to its *Initial* level. If you drink a Potion of Skill, you may restore your SKILL score to its *Initial* level, while the Potion of Strength will restore your STAMINA score to its *Initial* level. Each Meal will restore up to 4 STAMINA points and you may eat Provisions at any time, apart from when you are engaged in combat. The Shazâarian Ale will also restore up to 4 STAMINA points, but you must reduce your Attack Strength by 1 point for the duration of the next battle you have to fight.

If you have a Swampsnake Skin and want to try to sell it to one of the stallholders, turn to **474**. If not, when you are done, turn to the section with the same number as you wrote down before visiting the Bazaar.





401

Unslinging the bow from your back, you take an arrow from the quiver, as stealthily as you can, and fit it to the bowstring. You draw back the arrow and take aim. Roll two dice. If the number rolled is less than or equal to your SKILL score, turn to **421**. If the number rolled is greater than your SKILL, turn to **322**.

402

As your eyes become accustomed to the gloom you make out the bones of a ribcage and a great tusked skull. These are the remains of Razorbacks that were slaughtered at the Guttery. Out of the corner of your eye you suddenly notice movement and hear a horrible sucking sound as something rises from the mud behind you. Turn to **258**.

403

As you are a member of the Adventurers' Guild, you have the right to rent a room for the night there. Board and lodging at the Guild will cost you 2 Gold Pieces, but you will be able to restore up to 4 STAMINA points. Alternatively, you can take a room at an inn, such as the Half-Darned Sock, for just 1 Gold Piece, but the food is not as filling nor the beds as comfortable, so a night spent there will only restore up to 2 STAMINA points. Then again, you can sleep rough on the street free of charge, but will wake feeling less than refreshed, at a cost of 1 STAMINA point.



When you have decided where you want to sleep, deduct the appropriate number of Gold Pieces, and make the related adjustments to your STAMINA score.

If today is Windsday, turn to **465**. If today is Seaday, turn to **450**. If it is any other day of the week, turn to **427**.



404

'Forward!' Nanoc commands, and the caravan, as well as its escort, picks up the pace as Goblin Wolf Riders bear down on you from the top of the pass. But the cavalcade has no hope of escaping the hunting party and it is only a matter of time before you are forced to defend yourself against the Goblins. If you have the *Brawling* Special Skill, turn to **424**. If not, turn to **444**.

405

You choose the tallest stems bearing the most flowers. As you pick them, they give off a heady aroma that makes you feel a little woozy. (Add the Star Flowers to your *Adventure Sheet*.) Gain 1 LUCK point. Turn to **268**.

406

With no idea where the Shivering Man is, your quest is doomed to fail from the start, and your reputation may never recover. Perhaps it is time to retire from the adventuring business and become a tuberbeet farmer instead. Your adventure is over.

407

It took you four days to walk all the way to the Testing Grounds on foot, and it takes you another four days to make the return journey to Salamonis. You feel exhausted and hungry after your wasted trip. (Lose 3 STAMINA points.) If you are in possession of a Holy Symbol, turn to **4**. If not, turn to **469**.



408

'Look at all these!' Ruznik exclaims in excitement. 'There's Alamance, and Purple Pervalia, and Widow's Tears. And I do believe that's a Balespot Toadstool! We should stop and pick some. They'll fetch a pretty penny back in Salamonis.'



If you are happy for Ruznik to stop and harvest some of these valuable plants and fungi, turn to **429**. If you would rather advise against taking anything from the Forest of Yore, unsure as to what eyes might be watching you even now, turn to **458**.

409

You hold out the pair of scales and the Swarm breaks around you, as a river will break around a rock in midstream, and the creatures attack the others instead. Then suddenly, one of the bolder creatures swoops down and snatches the icon from your hand with its jaws. (Strike the Holy Symbol from your *Adventure Sheet*.) However, deterred by the Dwarfs' bold defence, the Shriekers break off their attack and return to the darkness of the mine's deepest, abandoned tunnels and forgotten galleries. Turn to **62**.



410



You find a vantage point which gives you an unobstructed view of the Boondocks. Squabbles are taking place between the porters now the work is almost done. Watching from a distance, you spy a youngster trying to pick the pocket of one of the new arrivals, but he fumbles the job. The visitor grabs him by the wrist and pulls him in. He whips out a knife and holds it up to the boy's throat.

In a panic, a man, whom you imagine is the boy's father, arrives. He apologizes profusely for his son's misdemeanour and persuades the visitor to release him. Presumably, he is promising that the boy will be suitably punished. Reluctantly, the angry victim agrees – he doesn't want to spend the rest of the day at the Guard House – and so the situation defuses.

Elsewhere, you see three one-legged beggars engaged in a serious argument. They are hopping about screaming at each other, using their crutches as makeshift clubs with which to bash their fellows. You can only imagine what they are arguing about. Keeping their balance soon becomes an issue, and it is not long before all three men



are sitting on the ground exhausted, their argument forgotten. But witnessing their squabble gives you an idea.

If you want to try begging yourself, to make some money, turn to **431**. If you don't want to do this, turn to **89**.



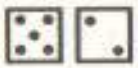
411

You tell the foreman that you're here to deliver a message to one of the Dwarfs currently working at the mine. 'What's 'is name?' asks the Half-Ogre.

You hesitate for a moment before replying uncertainly, 'Picky?'

'Right you are. You want to follow the main tunnel to where it forks and then follow the right branch. You'll find him down there somewhere.'

Thanking the foreman for his help, you set off into the mine. Gain 1 LUCK point. Turn to **441**.



412

Before you are aware of what is happening, something bursts from the sand beside the trail, startling your horse and striking you with a savage claw! (Lose 3 STAMINA points.) Turn to **219**.

413

Hopefully, your investigations have furnished you with one or more numbers. Total up any numbers you have come across during your search for information about the Sisters of the Brotherhood and then turn to the section that is the same as the total. If you have not found any numbers, or you think that pursuing this quest could prove to be a wild-goose chase, move the Wheel of the Week on 1 day and turn to **383**.

414

Oran Flintforge is a rugged veteran Dwarf explorer and adventurer, originally from Stonebridge, who claims to have plundered dungeons from the Moonstone Hills to the Icefinger Mountains and everywhere in between. However, he really does know his traps, and several sessions with Oran in a specially converted cellar space beneath the Guild teaches you much about the signs to look out for when it comes to traps, as well as natural hazards when venturing underground. By the end of the week, you feel far better prepared for life as an adventurer than you did



at the start. (Deduct 3 Gold Pieces and tick off the *Trap Knowledge* Special Skill on your *Adventure Sheet*.)

Now roll two dice. If the number rolled is less than or equal to your SKILL score, turn to **391**. If the number rolled is greater than your SKILL, turn to **346**.



415

Leaving the Guttery, you head back into town, hoping you can leave the foul stench of the place behind you soon too. If you have the Beggar's Mark, turn to **89**. If not, turn to **188**.

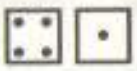
416

'Then get out!' the landlord roars, and shows you the door. The sun has set, and any other inns will have shut by now as well, so you can see that you have little choice but to sleep rough. Turn to **456**.

417

Bu Fon Fen is a bog, and what is thicker than mist and rhymes with bog? Fog, of course!

At once a thick fog descends over the swamp, as if from nowhere, hiding you from the Toadmen and giving you the chance to escape. Turn to **295**.





*Dwarfs start to appear from the mine workings nearby*



418

'My Dragon Horn!' Longbeard exclaims when you take it from your backpack. 'But how did you come by it?' You tell the Dwarf about how you found it for sale at the Bruise Brothers' stall. 'Oh, it was those ne'er-do-wells, was it? I expect it was one of them who stole it from me in the first place. Anyway, at least I have it back now, thanks to you.' (Gain 1 AMONOUR point.)

Not wasting another moment, Longbeard puts the horn to his lips and blows. A booming, resonant note sounds from the carnyx and echoes from the cliff face before you.

'What happens now?' Healing Hans asks the Dwarf.

'Now we wait,' Longbeard replies sagely.

You do not have to wait very long. Gradually Dwarfs start to appear from the mine workings nearby, answering the call of the Dragon Horn, and emerge blinking into the daylight. Soon a group of six has gathered around the veteran adventurer and explorer. Longbeard tells them what they need to do, and the seven of them then enter King Salamon's Mine with Longbeard leading the way.

Several hours pass before the Dwarfs emerge again, this time dragging a net between them, in which they have

trapped the Shivering Man. His hair is wild, his straggly beard unkempt, his eyes are ringed red as if he hasn't slept in days, and his body is shaking continually.

But no sooner have they emerged from the mine than a dreadful shrieking can be heard echoing from the tunnel mouth behind them, and you feel your heart start to race and your limbs shake in fear. The Shriekers are on their way.

If you have some Beeswax, turn to **311**. If not, but you think you might have something else in your backpack you could use to protect yourself against the horrors, choose the item you want to use and then turn to **299**. Alternatively, if you have the *Spelling* Special Skill, you could try casting a spell (turn to **276**). If none of these options are open to you, turn to **238**.





**419**

'Wait,' says Healing Hans, 'I might have some in my scrip.' He opens the leather satchel in which he carries his medical and alchemical supplies and starts to rummage around inside it.

*Test Your Luck*. If you are Lucky, the medic does indeed have some of the required herb – turn to **260**. If you are Unlucky, he does not have any Medusa Grass in his bag – turn to **310**.



**420**

Before you can make it to safety, you hear an almighty crack and part of the cave floor gives way beneath you, dropping you into a freezing, fast-flowing, subterranean river. When the torrent emerges deep within the Moonstone Hills, it is carrying your lifeless body with it.

**421**

You release the arrow, and it finds its mark, sinking into the flank of the majestic beast. The Unicorn gives a shrill whinny and turns to face its attacker, a terrible fire smouldering in its coal-black eyes. Turn to **235**.

## 422

Jowler leads you through the stinking guttery to a shed on the other side of the filthy pig pens. 'It's in there,' he says, pointing at the shadowed entrance of the barn.

'It's in there, this ... Rattapillar?' you ask. The place stinks to high heaven!

'That's what it looks like to me,' Jowler says. 'Nasty-looking thing it is, with teeth to match. I'll leave you to it, then, shall I?'

Without waiting for a reply, Jowler gets back to the business of processing pig guts with his brother, leaving you to enter the shed alone.

The only sound is the buzzing of flies. A few dusty beams of sunlight enter the barn through holes in the roof. Watching where you are putting your feet and doing your best not to breathe in through your nose, you enter the shed with your sword drawn.

If you have the *Spelling* Special Skill and you want to use it now, turn to **340**. If not, *Test Your Luck*; if you are Lucky, turn to **402**, but if you are Unlucky, turn to **382**.



## 423

Looking at the map Ruznik gave you, you see the location of the Adventurers' Guild quite clearly – it is close to the Bazaar – while Pigboy Snouter's Slime and Swine Guttery lies outside the city walls, beyond the West Gate. What do you want to do?

| | |
|---|---|
| Visit the Adventurers' Guild? | Turn to **89** |
| Make your way to the Slime and Swine Guttery? | Turn to **122** |
| Explore the Docks? | Turn to **45** |



## 424

One of the tricks you learned during training was how to fight an opponent whilst seated in the saddle, holding your sword in one hand and the horse's reins in the other. You must fight two of the Goblin Wolf Riders, but you can do so one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First GOBLIN WOLF RIDER* | *7* | *6* |
| *Second GOBLIN WOLF RIDER* | *6* | *7* |

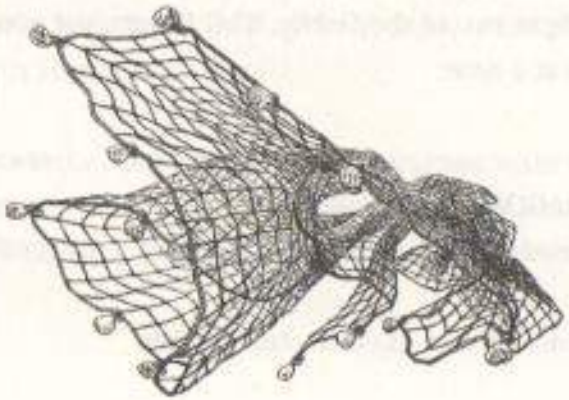
If you defeat your enemies, turn to **464**.

## 425

Leaving the Guard House, you find Salamonis in turmoil. Apparently, something attacked the city during the night; a swarm of terrible creatures that were neither fish nor fowl, but some grotesque mix of both, that emitted piercing screams that almost drove those who tried to fight them mad.

Arriving in Titan Square, you find a delegation of concerned citizens – including merchants, market traders, minor nobility, guildsmen and guardsmen – making its way to the Temple of Asrel, the Goddess of Love, to demand an audience with Archbishop Kalivan. You decide to join the protesters, sensing adventure is at hand, and listen from the back of the great cathedral as a heated debate rages at the other end of the vaulted space.

Turn to **478**.





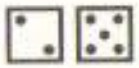
## 426

You make your way through the undergrowth, scrambling over exposed tree roots and avoiding thickly growing brambles. The vegetation is changing the further you go, the lush green of the trees and bushes you passed earlier giving way to plants of a darker olive hue. They look less than healthy too.

Your attention taken by the changing vegetation, you do not notice the snare until it is too late. As you put your foot into the rope noose, it pulls tight. The next thing you know, you are hoisted into the air as the supple sapling the rope is attached to springs back upright. You are left dangling from the top of the tree and unable to free yourself.

The blood having rushed to your head, you soon pass out. You have no idea how long has passed when you open your eyes again and catch sight of something gliding through the sky towards you. As it comes closer you realize that it is a ship, its sails billowing in the wind. But rather than riding the waves, this galleon is cruising the clouds. It comes to a halt above you. A pole is lowered over the side, and you are hauled up on to the deck. You are now a prisoner of the infamous Galleykeep, but for how long...?





427

Not long after dawn, with the sun rising in the sky, you set off for the Adventurers' Guild, ready to take on another quest to help raise your profile among the adventuring fraternity and the people of Salamonis. If you want to stop at the Bazaar on your way, make a note of the number '120' on your *Adventure Sheet* and then turn to **446**. If you want to head straight to the Guild, turn to **120**.

428

Where there is one Toadman there are bound to be more and so you set off at a jog through the marshes. But then the path splits unexpectedly before you. You don't remember coming this way! Which branch of the trail do you want to follow? The left branch (turn to **448**) or the right branch (turn to **295**)?

429

Between the three of you, you manage to gather ample amounts of Alamance, and Purple Pervalia, and Widow's Tears, and even the Balespot Toadstool. (Record the plants and fungi on your *Adventure Sheet*.) But as you do so, you can't shake the feeling that you are being observed, although you cannot make out the presence of anyone among the surrounding trees. (Lose 1 SKILL point because you are so on edge.) Turn to **458**.



430

You try to dodge out of the way, but the Shrieker Queen is too quick for you. The barbed tip of her deadly sting pierces your shoulder, injecting its toxin into your bloodstream. (Lose 6 STAMINA points.) If you are still alive, turn to **366**.



431

This certainly was not how you were expecting to start your new life in Salamonis. Surely someone will take pity on you when they hear how you lost all your money and other possessions on the Whitewater River. Or you could pick a gullible-looking visitor and pester him until he is willing to give you a few Salacoins just to get rid of you.

If you want to choose a suitable patch and hope that some kind-hearted passer-by tosses you a few coins, turn to **449**. If you would rather try pestering one of the new arrivals in the hope that they will give you some money, turn to **468**.

432

'Of course,' the Clerk says, sounding unimpressed nonetheless. 'You may enter.'

And so, you join the Halls of Learning as a novice and spend the next six months locked within its hallowed halls, archives and reading cells. The healthy tan you had from working outdoors fades and your eyes dim as you spend hours poring over ancient texts by candlelight, long into the night. You discover the various uses of the ragged leafed Cauldronweed, read up on advanced fighting techniques, and learn the history of the Dwarf mountain-city of Fangthane. When you finally emerge from the Halls of Learning once more, your body is weak from lack of exercise, but your mind is overflowing with all manner of esoteric knowledge about the world of Titan and north-western Allansia in particular. As the old saying goes, a blade may slay a man but a quill may slay an empire.

Gain 1 AMONOUR point and tick off the *World Lore* Special Skill on your *Adventure Sheet*, but lose 2 STAMINA points, as you have become unfit during your weeks of study without any significant exercise.

If you are in possession of a Holy Symbol, turn to **4**. If not, turn to **469**.



433

As your fellow bodyguards cut down the rest of the reptilian attackers, you consider the specimen you fought. It is emaciated and was clearly starving. Times must have been hard for the Gretch, which is why they risked ambushing such a well-protected caravan.

Gretch hide under the desert sands, close to watering holes and well-travelled trade routes, leaving only two tiny holes for their keen eyes to watch for the approach of suitable prey. Although this group clearly have not fed for some time, there might have been the remains of past Meals buried under the sand with them. And those 'Meals' might have been carrying treasure.

If you want to search the Gretch's hiding place, turn to **453**. If you would rather continue your journey, keen to end it as quickly as possible, turn to **6**.



## 434

While you still can, you pull the Spelling Sheet from your pack and unroll it in front of you. Closing your eyes, you beseech the Oracle for guidance and wait to see where your fingers lead you...

*Long and thin, yet strong as chain, Nature's rope entwines again...* *[V___S]*

If you know what the Oracle is trying to tell you, fill in the missing letters and then use the Spelling Sheet to turn the answer into numbers, add them together and then turn to the section with the same number as the total. If you cannot solve the riddle, or the section you turn to makes no sense (meaning you have got it wrong), turn to **255**.



## 435

'I think he could be hiding out in a silver mine, in the hills to the north of the city,' you say.

'Then that is where we will look for him,' Hans replies. Turn to **362**.



## 436

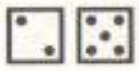
Although it's not the nicest room, nor the most comfortable bed, you sleep as well as if you were staying at the Royal Palace. You wake suitably refreshed and ready to face whatever the day may bring. Turn to **86**.



## 437

'Obtain the horn of the Black Unicorn? Are you sure?' challenges the Guildmaster. 'That will be no minor undertaking. Indeed, it would challenge many a seasoned adventurer, not least of all because of where it will take you.'

If your AMONOUR score is 16 points or higher, turn to **305**. If not, turn to **281**.



## 438

You hurry along the passageway as the secret door slides shut behind you. The tunnel twists and turns but eventually you enter a circular chamber. Already waiting for you there is the boy you thought you had left behind in the courtyard.

'Lord Logaan welcomes you to his temple,' says the boy. Only, now you look more closely, you notice the lines on his forehead and the pointed ears and wonder if he's really a boy after all.

'Who are you?' you ask.

'My name is Billick O'Doone,' replies the little man. Of course! He's a Leprechaun – one of the servants of the Trickster! 'But the real question is, what can I do for you?'

'I want to become a great adventurer,' you tell the Leprechaun.

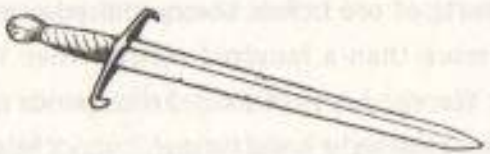
'And, of course, a little luck goes a long way when you're an adventurer,' Billick replies. 'Well, let's see what my lucky three-sided die has to say about the matter.'

A three-sided die? Is such a thing even possible? Whether it is possible or not, Billick takes something from his pocket



and, turning away from you, rolls it on the ground in front of him. Suddenly the room fills with a thick, sparkling mist, and you feel yourself start to panic.

Roll one die. If you roll 1–2, turn to **319**; if you roll 3–4, turn to **463**; and if you roll 5–6, turn to **184**.



## 439

'We might as well give up now,' Hans says irritably. 'It's going to be even less likely that you'll have this; we're going to need the breath of the person who uttered the curse.'

If you have the Last Breath recorded on your *Adventure Sheet*, turn to **379**. If not, turn to **310**.

## 440

A cold knot of fear forms in your stomach as you realize that you know of this curious vessel. You read about it in a book of travellers' tales in the Halls of Learning; it is known as the Galleykeep, and it is rumoured to be the airborne headquarters of the sorcerer Zharradan Marr. Turn to **245**.

441

The main tunnel into the silver mine is broad and tall and shored up with solid supports. It is very well made, and you feel safe as you head underground. You do not need a source of illumination either, since flickering lanterns are positioned at regular intervals, providing you with plenty of light to see where you are going. You pass miners pushing carts of ore before them, and you cannot have travelled more than a hundred metres when the tunnel branches. You can hear voices and the sounds of pickaxes echoing from the right-hand tunnel, but nothing from the one to the left. Do you want to take the left branch (turn to **109**) or the right branch (turn to **461**)?



442

The Guildmaster tells you how to find Pigboy Snouter's place, outside the city walls beyond the West Gate. The Guttery is little more than a ramshackle hut buzzing with flies, although you notice some sheds on the other side of a muddy field in which Pigboy and his brother Jowler raise Razorbacks. As soon as you set eyes on the two men it becomes patently clear how they got their nicknames. And it's not because they are pig farmers! Turn to **422**.



443

You walk away from the mountain, fearing that no good could come from entering a place such as that. Suddenly a little man dressed in bright green clothes appears beside you. He has pointed ears, bright orange hair and a wicked grin on his face. 'Now you'll never know what secrets might have been uncovered under the mountain,' he says. 'Just don't say Lord Logaan didn't try to help you.'

Just as you are wondering whether you should turn back and enter the mountain after all, you suddenly wake up. It is morning again. Turn to **427**.



444

Two of the snarling Dire Wolves close on you, their Goblin riders slashing at you with their jagged blades. It is going to be difficult to fight them whilst seated in the saddle, with one hand on the reins. You must fight the Goblin Wolf Riders at the same time and with your Attack Strength temporarily reduced by 1 point for the duration of the battle.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First GOBLIN WOLF RIDER* | 7 | 6 |
| *Second GOBLIN WOLF RIDER* | 6 | 7 |

If you defeat your enemies, turn to **464**.





445

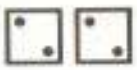
No matter how hard you try, you simply cannot lift the anvil. 'Just as I thought,' Thugruff says with a dismissive grunt. 'Get out!' Considering how many heavily armed soldiers there are within earshot, you decide it best not to argue and permit the Pixie to show you out.

Outside the iron gates once more, you have a choice to make: do you want to set off on the long journey back to Salamonis straight away (turn to **407**) or do you want to spend some time exploring the surrounding forest in the hope of finding something that many prove useful later on (turn to **426**)?



446

If you have a Token or a Dog Bite, make a note of the number '7' on your *Adventure Sheet* and then turn to **400**. If not, turn to **144**.





*The Shrieker Queen strikes!*



447

They come swimming through the trees, beating the air with their ragged wings, their fang-filled mouths emitting their hideous, madness-inducing screams and their eyes glowing in the darkness. You can see the terror in your companions' eyes but tell them to steel themselves and draw their weapons, which they do.

Nanoc and Longbeard engage the first of the Shriekers with their axes, as Ruznik readies a spell. Hans is focusing all his attention on helping the Shivering Man. It is then that you catch sight of something even worse approaching from the far side of the enchanted glade. It looks just like the other Shriekers, apart from the fact that its tail is a great arching sting and it is ten times larger than any of its kin. Your persistent harassment of the Shriekers has roused the fury of the Shrieker Queen!

How do you want to meet the monster's challenge? With cold steel (turn to **398**) or using something you have collected during your adventure (turn to **304**)?



448

As you run along the left-hand path you catch sight of more of the creatures hopping through the reeds to intercept you. You soon find yourself surrounded and both the way ahead and behind you blocked by the Toadmen. One of them steps forward, his trident pointing in your direction, and croaks, 'None may enter the fens of the Toadmen. Our marsh and herb gardens are holy. They are for no eyes but our own. There is only one punishment for breaking this law – death!'

If you have the *Spelling* Special Skill and you want to use it now, turn to **30**. If not, turn to **350**.





449



You find a suitable spot against a wall on the way to the Gate of the Moon. Many of those leaving the Boondocks and heading into the city pass this way and so surely it won't be long before some generous soul offers you a few coins to alleviate your misery.

Scattered around the port are a dozen or so shuffling beggars, relating their well-practised tales of woe to strangers. Soon you realize that the other vagabonds are gathering round you, grumbling and acting quite aggressively. It would appear you have unwittingly invaded another beggar's patch.

Do you want to stand your ground and not allow yourself to be intimidated (turn to **80**) or do you want to be on your way (turn to **2**)?





450

You are woken before dawn by the most terrible screaming and for a minute you imagine portals to the Netherhells have opened and disgorged a demon plague into the world. Although the horrific sound sets your limbs shaking, you nonetheless find yourself drawn towards it. Entering Titan Square, you begin to wonder if your initial supposition was correct. For you can see hideous creatures that are neither fish nor fowl, but some grotesque combination of both swarming around the square, attacking the City Guard.

Shakily drawing your short sword, you run to join the guards in their battle against the horrors, but as the first light of dawn breaks over Salamonis, the strange swarm turns and flies away northwards, the creatures' hideous shrieking fading into the distance until all you can hear are the groans of the injured and dying, and the sobbing of terrified people.

As the rest of the city starts to wake up, a delegation of concerned citizens – including merchants, market traders, minor nobility, guildsmen and guardsmen – makes its way to the Temple of Asrel, the Goddess of Love, and demands an audience with Archbishop Kalivan. You tag along, sensing adventure is at hand, and listen from the back of the great cathedral as a heated debate rages at the other end of the vaulted space.Turn to **478**.



451

'Sindla is Hamaskis's aunt,' the scholar laughs in derision, 'while Atlan is his nephew! I hardly think you are potential scholar material, do you? However, Hamaskis thanks you for your donation.'

You can't ask for your money back now, even considering how poorly you have been treated by the Clerk, otherwise what would people think of you? You leave the Halls of Learning, feeling despondent, and decide on a different course of action. If you have a Holy Symbol, turn to **4**. If not, turn to **469**.



## 452



Rodriguez is still working the Bazaar when you catch up with him again. 'So, you want to learn some more tricks of the grifting trade, do you?' he says. 'Have you got the money?'

You hand over 3 Gold Pieces (deduct this amount from your *Adventure Sheet*) and become Rodriguez's apprentice. You watch as he charms his way into people's lives and then relieves them of their money. He performs tricks with cards and coins, and even with riddles. Then it's your turn to try. Within a couple of weeks, you've swelled the contents of your money bag once more.

Roll one die and add 6; this is the total number of Salacoins you have made. Roll one die again; this is the number of Gold Pieces you have made. Record your ill-gotten gains on your *Adventure Sheet*. Lastly, roll one die for a third time, divide the number rolled by 2, rounding fractions up. This number, between 1 and 3, is the number of AMONOUR points you have gained during your time 'training' with the con artist. Record these in the appropriate box on your *Adventure Sheet* and tick off the *Charisma* Special Skill.



If you are in possession of a Holy Symbol, turn to **4**. If not, turn to **469**.

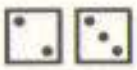


## 453

Dismounting, you dig about in the sandy hole from which the Gretch emerged, and it is not long before you find some bones, picked clean of flesh. They appear to be human. However, on a bony finger is a Brass Ring. (If you want to take it, add it to your *Equipment List*.) Turn to **6**.

## 454

You have two choices. You can either head into the city (turn to **89**) or explore the Docks, hoping to find a way to make some money, legally or otherwise (turn to **45**).



455

You get chatting to the Dwarfs nonetheless – they are glad to take a break from the back-breaking work – and they tell you about the Rock Grubs and Grannits that have been plaguing the mining operations here of late, and that some wretch called the Shivering Man is hiding out somewhere in the lower levels.

'Anyway, we'd best get back to work,' says the Dwarf with the dragon tattoo, eyeing a nearby Salamonian Guard, who is clearly here to make sure the miners are working and that nobody runs off with anything they should not, so you bid them farewell.

Do you want to return to the junction and see where the left-hand tunnel takes you, if you haven't already (turn to **109**), or do you want to leave the mine now (turn to **214**)?



456

You wake the following morning to find yourself in the gutter, with a couple of rats curled up next to you, sharing your body's warmth. You shoo them away in disgust. You have a crick in your neck and do not feel ready for the day at all. (Lose 1 STAMINA point.) But it could have been worse – at least it's not winter! Turn to **86**.



457

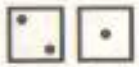
'I sense that you are clearly an honourable soul and a mighty warrior to boot, so I bid you and your companions welcome to the realm of the Queen of Eren Durdinath,' the leader of the white-haired Elves says, inviting you to follow as she and the other Elves set off through the Forest of Spiders ahead of you.

As you walk through the penumbral darkness beneath the Speartip trees, you tell the leader of the Elves, whose name is Gaya Inuriel, about the sequence of events that brought you here, and she in turn tells you about the Queen's prophecy.

'It was sent to her by the gods. It showed a band of brave heroes in search of aid, a tortured soul cursed to a wretched, twilight existence, and a terrible threat that has been allowed to grow unchecked.'

'So does your Queen know the identity of the Shivering Man?' you ask.

'No,' Gaya replies, 'only that he has an important role to play in the time of darkness to come. A storm is brewing over Trolltooth Pass and an alliance of the forces of Good is the only thing that can stop it.'



Suddenly the trees part and you enter an enchanted glade among the tangled trees, bathed in moonlight, the sun having set long ago. The scene before you takes your breath away. The glade is filled with a series of rock pools that are fed by a trickling stream. They are so beautiful – surrounded as they are by tall orange lilies, colourful peacock flowers, and silver, bell-shaped flowers that tinkle gently as they are stirred by the breeze – you could believe they were designed by the gods themselves! They are truly wondrous to behold. Not only that, but by the eerie light of the moon you can see that the water in each of the rock pools is a different colour. One is the colour of rubies, another is amber, and yet another is turquoise.

'Cast your eyes upon the Rainbow Ponds,' Gaya says. 'The healing pool you seek is this one.' She indicates a pool. Its rippling waters glimmer as if the rock pool is filled with quicksilver. 'The silver pool can restore a person's health and reason, but it cannot break the power of a potent magical curse. A curse such as the one the Shivering Man is under requires powerful magic to break it.'

'Drat!' exclaims Hans. 'I know of such a potion, but the recipe requires a number of very specific and extremely rare ingredients.'

'And what are they?' you ask.



'First, we require Medusa Grass.'

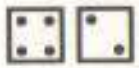
Do you have some Medusa Grass? If so, turn to **260**. If not, turn to **419**.



**458**

You press on through the trees and, within the hour, your persistence is rewarded when you stumble upon a pool surrounded by banks of moss and shaded by Duskflame Trees. The water is perfectly clear, and you can see silver-scaled fish darting about over pebbles that seem to shine with a silvery pearlescence. A spring tumbles from an outcrop of white granite and where it strikes the pool, silver pearls of water are cast into the air. You feel sure that this is the Silver Pool you have been searching for.

And then you see it, moving through the dappled shadows between the trees, like a shadow itself, and barely making any sound at all. It is a truly magnificent beast, with a velvet black coat, beneath which ripple powerful muscles, and a spiralling ebony horn protruding from its forehead. Your breath catches in your throat at the sight of the BLACK UNICORN. It pauses for a moment, and then bows its mighty head to drink from the pool. If you are travelling alone, turn to **361**. If not, turn to **90**.



459

'It's you!' the Tax Collector shouts, clearly never forgetting the face of someone who has tried to get the better of him in the past. 'You have a debt to settle. It was 2 Gold Pieces, but due to compound interest it's gone up to 4 Gold Pieces. Pay up, and fast, or I'll set my dog on you.'

What do you want to do?

| | |
|---|---|
| Pay Pinchpenny? | Turn to **55** |
| Make a run for it? | Turn to **121** |
| Attack Pinchpenny? | Turn to **141** |

460

You take off back the way you came, running as fast as you can. If the Tooki and their Blood Orc riders hadn't seen you before, they have now. One of the Griffins gives a shrill, bird-like cry and you glance over your shoulder to see the half-eagle, half-lion monsters bearing down on you out of the sky. It looks like the Orcs are holding something between them... A net! As the Griffins swoop towards you, the Orcs release the net.

Roll four dice. If the total rolled is less than or equal to your STAMINA score, you manage a burst of speed and avoid being trapped beneath the net – turn to **117**. If the number rolled is greater than your STAMINA score, turn to **193**.



461

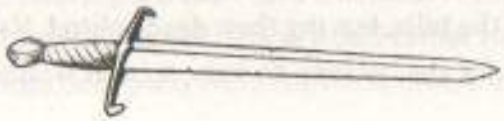
As you follow the right-hand tunnel, you continue to pass miners coming the other way, some carrying spades and pickaxes, some pushing carts of ore between them, and some – stripped to the waste and filthy with grime – who just look like they're coming off shift. This is clearly the part of the mine that is being worked at present, and you can see seams of silver running through the rock walls, shining in the light of the lanterns and torches that illuminate these galleries.

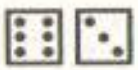
One of the Dwarfs, who has a tattoo of a dragon on one muscly arm, looks you up and down. 'Are you here to dig?' You shake your head. 'Didn't think so. Not with that pig-sticker anyhow,' he mutters, looking at your short sword.

'Looks like thirsty work,' you remark.

'It is,' replies another of the Dwarf miners, this one with a thick black beard plaited with amber beads. 'You haven't got a drink on you, have you? I'm absolutely parched.'

If you have some Shazâarian Ale, and are happy to share it with the Dwarfs, turn to **69**. If not, turn to **87**.





462

You follow your nose as much as your feet to the Slime and Swine Guttery, beyond the West Gate of Salamonis. It smells just as bad as the last time you visited the place, but this time Pigboy Snouter greets you with a curt nod. 'You're back, then,' he says.

If you managed to recruit any workers for the Swine and Slime Guttery, Snouter immediately pays you a commission for each one. Add 2 Salacoins to your purse for every worker you recruited in this way and then turn to **422**.

463

A voice speaks to you from inside the mist: 'Hunt down the zealot at the House of the Behemoth. Of all the herbs you may consider best, Medusa Grass is the one that will help in your quest. And do not be tempted to follow the footprints through the fen.' Turn to **79**.



464

The other bodyguards have dealt with another six of the Wolf Riders between them. Their numbers dramatically reduced, the rest of the hunting party turns tail and flees back into the hills, leaving their dead behind. Nanoc gives the order for the caravan to stop, so that wounds can be



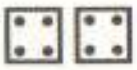
seen to, and giving you the opportunity to search the bodies of the two Goblins you killed. You find a total of 5 Gold Pieces and 8 Salacoins between them. (Record this in the Money box on your *Adventure Sheet*.)

You are soon underway again and a couple of days later, you have left the Craggen Heights behind and are advancing across the borderlands of the Southern Plains. Turn to **373**.



465

You sleep deeply, and as you sleep you dream. You are standing at the foot of a menacing mountain. The steep face in front of you looks to have been savaged by the claws of some gargantuan beast. Sharp rocky crags jut out at unnatural angles. At the top of the mountain, you can see an eerie red colouring – probably some strange vegetation. Across the clearing is a dark cave entrance. If you want to enter the cave, turn to **100**. If you would rather walk in the opposite direction, away from the mountain, turn to **443**.



## 466

You lie as still as you can in the long grass, listening to the pounding of your heart in your chest and the screeching cries of the War-Griffins. Slowly the beating of their eagle wings fades into the distance until you eventually sit up and see that the Tooki have gone. However, knowing that the flying ship is still abroad and suspecting that more Tooki patrols may follow, you decide to leave Trolltooth Pass as quickly as you can. Drawing as little attention to yourself as possible, you set off once more for Salamonis. Move the Wheel of the Week on 8 days and then turn to **383**.



## 467

Setting out from Salamonis with the reassuring weight of your backpack on your shoulders, you head north, following the road to Coven. Beyond the city walls, well-tended fields turn to open grasslands, which in turn give way to the dusty terrain of the Trolltooth Pass, until, a few days later, you find yourself on a trail that leads to a junction. North-west lies the village of Coven, chimney smoke rising lazily into the still air beyond fields of



tuberbeet, while a helpful signpost informs you that the Testing Grounds are located to the north.

You press on northwards, following the trail into a wood, and eventually find yourself standing before a pair of large metal gates set into a high stone wall. Beyond lies a large, fortified building, but there are no signs of life.

*Pop!* A creature suddenly appears out of thin air and opens the gate for you. He is thin and dark, with a withered face, and much shorter than you are. 'Come in,' says the Pixie, not making eye contact. 'You're here to see Thugruff, I take it? Of course you are. Why else would you come to the Testing Grounds unless you wanted to be tested?' The creature continues babbling away as you follow him round the back of the building to an open courtyard.

If there was any doubt in your mind that these are the Testing Grounds you were seeking, it is dispelled in an instant. The courtyard is full of all manner of creatures – Elves, Goblins, humans, Orcs, Rhino-Men and even Lizard Men. They are all exercising or practising with weapons. In the middle of the courtyard, and clearly the one in charge, is a burly Half-Troll in a black tunic, barking orders at the training soldiers. The Pixie leads you over to where the Half-Troll is standing and grabs his attention: 'Thugruff! You have a visitor!'



Thugruff looks you up and down with an unimpressed look on his ugly face. 'Stringy weed of a thing, aren't you?' he says. 'But we're always looking for sword fodder to swell Marr's legions. So, seeing as how you've come here to be tested, let's test you.' He points to a corner of the courtyard where a weaponsmith is working at his forge. Standing in front of it is a heavy iron anvil. 'Lift that!' the Half-Troll says, with a gruff laugh.

You can't see that you have any other choice than to try, so you stride over to the forge with as much confidence as you can muster, squat down, wrap your arms around the anvil and heave. Roll four dice. If the total rolled is less than or equal to your STAMINA score, turn to **388**. If the total rolled is greater than your STAMINA score, turn to **445**.



**468**

You spot a likely subject – a young man of means, perhaps a merchant's son, with an awestruck expression on his face – but what approach do you want to take with him?

Tell him the truth about what has happened to you? Turn to **5**

Come up with a well-embellished story of wretchedness? Turn to **39**



Pester him until he gives you some money? Turn to **59**

Or do you want to change your mind and give up being a beggar? Turn to **89**



**469**

The streets of Salamonis are busier than you have ever seen them. It is the tenth day of the month of Winds and the Holy Day of Libra. The priests of her temple are parading through the city, carrying a statue of the Goddess of Justice and Truth before them. She is depicted as a beautiful woman holding a pair of scales. You pause for a few minutes to watch the procession.

While you are standing there, an excited young woman wearing the grey robes of Libra's worshippers approaches you and pins a Holy Symbol, in the form of a pair of scales, to your tunic. You are filled with the euphoric feeling that the goddess is watching over you herself. (Gain 1 LUCK point, 1 AMONOUR point, and add the Holy Symbol to your *Adventure Sheet*.) Turn to **115**.



*The Shivering Man has been restored to his former self*

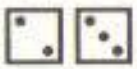


470

At your killing blow, the Shrieker Queen drops out of the air and into the silver waters of the healing pool with a splash. The purifying waters are like acid to the undead flesh of the horror. The creature's body immediately begins to liquefy – flesh, bones and all – turning into a putrid mist that then dissipates in the air. At the same time, the monster gives voice to one final soul-shredding scream, which is echoed by the rest of the Swarm. As their Queen dies, so the rest of the Shriekers dissolve into black smoke that is carried away by the wind.

As the screams of the Shrieker Queen and her spawn are silenced at last, you turn your attention to the healing pool and see the Shivering Man emerge from its silvery waters, shivering no more. He is almost unrecognizable. It is as if the years have fallen from him and you can see noble, almost regal features underneath his wet hair and sodden beard.

'Th-Thank you,' he says at last, his eyes – now bright and sparkling – alighting on each person in turn, from Gaya and the other Elves, to Nanoc and his fellow Strongarms, then Longbeard, Ruznik, Healing Hans, and finally you. 'Thank you, all of you. You have brought me back from a living death!'



The curse has been broken and the Shivering Man has been restored to his former self. (Gain 4 AMONOUR points.)

'But who are you?' you ask, unable to contain yourself.

'I am Prince Jared,' the man says, bowing low before you, 'second son of King Salamon LVII, and Commander of the Knights of Salamonis. I was cursed by Cardinal Zyn of the Sisters of the Brotherhood, but I believe he was working on the orders of another.'

You are reminded of the expression *a king may wear robes of office but beneath he is naught but a mortal man.*

'Powerful rival forces covet the lands surrounding the Trolltooth Pass and our spies believe that war is now all but inevitable. After all, the fires of war are tindered only by man's pride. When those two opposing powers come into conflict, Salamonis will be caught in the middle. Clearly, someone wanted the commander of the King's forces out of the way, so that their empire-building might go unchallenged. But rather than resort to murdering a member of the royal family, which would ultimately have led to Salamonis strengthening its defences, they sought to sow confusion. At the same time, they used their Shrieker Swarm in a campaign of terror across the land. But thanks to you, their plan failed!'



Having thanked the Elves of Stittle Woad for their help, you and your companions return to Salamonis, Prince Jared leading the way. During the ride back to the city you have much to think about, but curiously, the further you get from the Forest of Spiders, the more your memory of that place fades until you cannot even remember the path you followed to reach the Rainbow Ponds.

Turn to **480**.



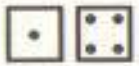
**471**

And so it is that two hours after dawn, you are standing in Titan Square with Healing Hans and the grizzled Dwarf veteran, who introduces himself as Longbeard.

'Not the Longbeard who wrote *Legends of the Windward Plains*?' you exclaim.

'The very same,' replies the Dwarf proudly.

'This is all well and good,' interrupts Healing Hans. 'But if we are to complete our quest, and reap the rewards that no doubt await us, we need to know where the Shivering Man is hiding.'



'I thought you knew how to cure the Shivering Man,' you say pointedly.

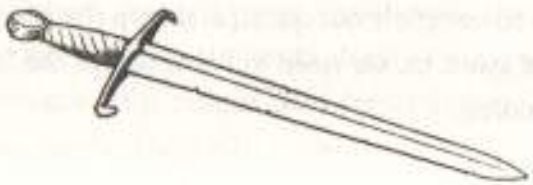
'I think I do,' replies Hans testily, 'but I don't know how to find him. I thought one of you would be able to help with that.'

Longbeard shakes his head slowly. 'I'm afraid I have no idea.'

'Then what about you?' Hans says, addressing you. 'Do you know where the Shivering Man could be?'

If you think you know the location where the Shivering Man could be hiding, turn the name into numbers using the code A=1, B=2 ... Z=26, and then turn to the section that is the same as the total.

If you do not know where the Shivering Man might be, or the section you turn to makes no sense, turn to **406**, unless you have the *Spelling* Special Skill, in which case turn to **386**.





**472**

'I'll give you 1 Gold Piece for it,' says the crone. 'Take it or leave it.'

If you want to take it, strike the Swampsnake Skin from your *Adventure Sheet* and add 1 Gold Piece to the Money box.

Turn to **181**.

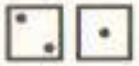


**473**

The sun is already setting beyond the rooftops of the city as you leave Noreth Janagen's tower. Turn to **383**.

**474**

The stallholders try to pretend they're not really interested but actually they are, and in the end one of them offers you 2 Gold Pieces for the Swampsnake Skin. (If you want to accept the offer, strike the Swampsnake Skin from your *Adventure Sheet* and add 2 Gold Pieces to the Money box.) When you are done, turn to the section with the same number as you wrote down before visiting the Bazaar.



475

You open your eyes slowly. Your head is aching. The bright sunlight isn't helping.

Bright sunlight? But night was falling just a moment ago! What is going on? Where are you?

'Anyone know this passenger?' comes a voice from nearby. 'That was a nasty crack on the head. Thank the gods you're all right. Shame the same can't be said for your backpack.'

You feel the splash of water on your face and your vision comes into focus at last. You are in a longboat, and one of several passengers by the look of things. It wasn't a branch that hit you on the head, it was one of the oars! (Lose 1 STAMINA point.) You've been dreaming! As your vision clears, so does your mind, and suddenly you know where you are.

Your journey began twelve days ago. You left your home, having saved enough to pay for the voyage eastward to the fabled Kingdom of Salamonis. This was a journey first by camel-drawn caravan across the Windward Plains and then aboard a fleet of cargo-bearing longboats moored on the Whitewater River.

Perhaps it was a little foolhardy, travelling alone at your age. Indeed, you were almost tempted to turn back on



the seventh day, as you left the plains and boarded one of the boats. In the confusion, your backpack and all its contents were lost. Or perhaps stolen? You may never know the truth. But you hold out a faint hope that you will be reunited with your backpack and its contents once again. Perhaps it will turn up in Salamonis.

The pack contained some personal items of sentimental value, in particular your favourite book – *Longbeard's Legends of the Windward Plains*. There was also a short sword given to you by your grandfather, a change of underwear – your mother insisted – a few personal mementos, and all the money you had in the world. Admittedly, it wasn't a lot, but now you are penniless. Your only remaining possessions are the clothes you are wearing, and you have had nothing to eat for three days. Your mother would weep to see you in such a state.

But you were determined to reach your destination – after all, your father was firm that you should get yourself an education, and the city is famed throughout the world as a centre of learning. You were enchanted long ago by the tales of Salamonis and its great riches, which your beloved Uncle Bunkle would read to you from Longbeard's book. But since the book disappeared with your backpack, all you have left is your memories of these wonderful stories. Of course, you knew each tale from start to finish:



the heroes, the creatures, the treasures and the dangers. But you wanted to see the places described within them for yourself. To follow your dream. For you there was no turning back. Turn to **27**.



**476**

'What's to stop me heading off into Bu Fon Fen and getting one for myself?' Jaimes says when you offer him the Swampsnake Skin.

'Nothing, I suppose,' you reply. 'I should be able to fetch a good price for it back in Salamonis anyway.'

'Hang on! Let's not be too hasty about this,' Jaimes counters, and the two of you begin a brief but intense bout of haggling until the alchemist offers to pay you 2 Gold Pieces for the skin, but not a Salacoin more.

(If you want to accept Jaimes's offer, strike the Swampsnake Skin from your *Adventure Sheet* and add 2 Gold Pieces to the Money box.)

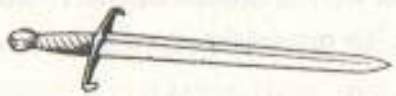
When you are done, choose something you haven't tried already. What do you want to do next?



Question the sole survivor of the attack? Turn to **220**

Inspect the place where the attack took place? Turn to **236**

Continue your investigations elsewhere? Turn to **279**



**477**

'I don't have much use for Swampsnake Skin myself,' says Ruznik, 'but I might know somebody who does. Look, why don't I take it off your hands for 1 Gold Piece, and then you won't have to worry about it any more.' (If you agree, strike the Swampsnake Skin from your *Adventure Sheet* and add 1 Gold Piece to the Money box.)

Whether you accept Ruznik's offer or not, make a note on your *Adventure Sheet* that you are accompanied on your quest by Ruznik Ullssen and his daughter Deyna, and then decide what you want to do.

If you want to do as Ruznik suggests, make a note of the number '368' on your *Adventure Sheet* and then turn to **400**. If you feel you are already well prepared enough and just want to get underway with your latest quest, turn to **368**.

478

'These attacks have gone on for too long,' declares a merchant, a middle-aged man with a neatly trimmed grey beard wearing opulent silk robes. 'The people of Coven have endured attacks by the Shriekers for months now.'

'Could it be the work of Zharradan Marr?' asks a concerned noblewoman. 'Or maybe the demi-sorcerer Balthus Dire?'

'I saw the Shivering Man just before the Shriekers attacked!' pipes up a grizzled guardsman.

'You saw the Shivering Man in Salamonis?' asks a man wearing the wax-stained livery of the Candlemakers' Guild.

'I've heard it said that whenever the Shivering Man appears the Shriekers soon follow,' mutters the merchant.

'Then we must hunt down and kill the Shivering Man!' a noblewoman declares, and the crowd joins in with chants of 'Kill the Shivering Man! Kill the Shivering Man!'

'No!' Archbishop Kalivan's voice suddenly cuts through the chanting of the crowd. 'I too have heard tell of this Shivering Man, and rumour has it that he is cursed. It is not his fault that wherever he goes the Shriekers follow,



for that is all part of the curse. He seeks only to be cured, but whenever anyone gets close enough to help him, the Shriekers drive them away. We must show compassion, or we are no better than orcs. That is what our Lady Asrel teaches. So rather than kill the Shivering Man, we must find a way to cure him.'

'I believe I might know a way,' comes a voice from among the silenced crowd. It is Healing Hans, who you first met on the boat to Salamonis. 'But I will need help.'

'Bless you, my son,' the Archbishop says. 'Who else among you will aid this noble soul in his quest to cure the Shivering Man?'

Before you can volunteer, another voice comes from among the assembly. 'I will!' It is an ancient Dwarf with a long white beard.

'And so will I!' you cry.

Turn to **471**.



## 479

'How intriguing,' says the curious, bird-headed scholar. 'Would 3 Gold Pieces be satisfactory compensation?'

If you want to take it, strike the Swampsnake Skin from your *Adventure Sheet* and add 3 Gold Pieces to the Money box on your *Adventure Sheet*.

Turn to **473**.

## 480

You arrive at the Royal Palace as dawn is breaking over Salamonis. Your party receives the warmest of welcomes and there is much rejoicing when King Salamon and his family hear of the return of Prince Jared, who had been lost to them for over a year.

That evening, a great feast is held at the palace in celebration of Prince Jared's return. When he greets you at the banquet, he is a changed man; his beard is gone, his hair is clean and tidy, and he is wearing his royal raiment.

At the height of the feast, King Salamon calls for silence. 'My lords, ladies, and gentlemen,' he says as a hush falls over the Great Hall. 'You may not realize it, but we owe a debt greater than can ever be repaid to these brave heroes.' At this he indicates the table at which you and your friends



are sitting with a broad sweep of his arm. 'But we can do our best.'

The King then calls up each member of your party in turn, awarding them the Star of Salamonis and a coffer full of gold. Last to be called to the dais is you. 'If it was not for you,' he says, 'my son would not have been returned to me and Salamonis would have been left at the mercy of the demi-sorcerers whose rivalry even now threatens Trolltooth Pass with war. You have shown your Amonour to be beyond measure and for that you should be rightly proud. Should you wish to join their ranks, there will always be a place for you among the Knights of Salamonis. But I also bestow upon you another title, one that is unique to a hero of your standing.'

At that, Prince Jared himself steps forward, bearing a fine sword, polished so that it shines silver, and a great shield engraved with the letters 'FF'.

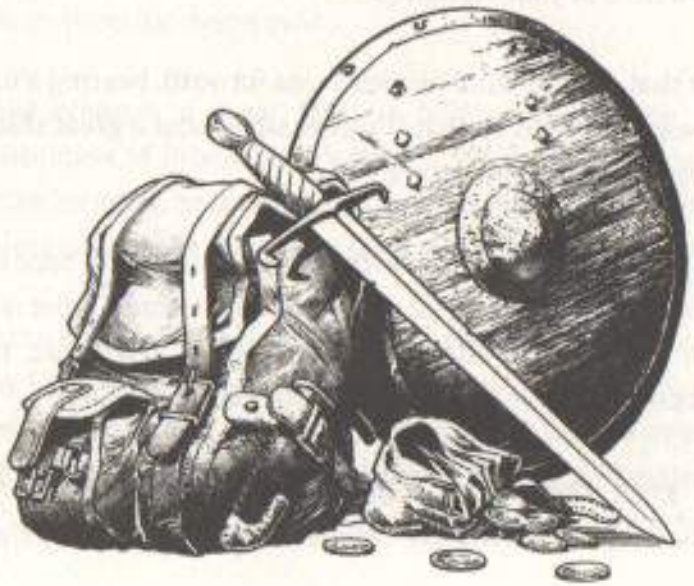
'I declare you Fourga's Favoured,' the King says, handing you the shield. Then he passes you the sword. 'From now on you shall be known as the Pride of Salamonis, the Bearer of the Uber-Blade, the Defender of the City!'

A great cheer rises from the assembled guests and, beaming at your friends' delighted faces, you soak up their

adulation. You have uncovered the secrets of Salamonis and saved the city as a result.

You slowly become aware of another presence at your side. You look down to see a tiny man – with a shock of orange hair and long pointed ears, and dressed in bright green clothes – standing there, staring back up at you.

'So, everything turned out all right in the end, didn't it?' the Leprechaun says, a smile curling his lips and a twinkle in his eye.



# HOW TO FIGHT THE CREATURES OF TROLLTOOTH PASS

Before embarking on your adventure, you must first determine your own strengths and weaknesses. However, unlike other Fighting Fantasy gamebooks, in *Secrets of Salamonis*, your starting scores are fixed. On page 366 there is an *Adventure Sheet* which you may use to record details of an adventure. You will find on it boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Those who are familiar with the Fighting Fantasy rules should note that there are some new rules in this book.



## SKILL, STAMINA AND LUCK

Your starting scores are as follows:

- Your SKILL score is 6. Enter this number in the SKILL box on the *Adventure Sheet*.
- Your STAMINA score is 12. Enter this number in the STAMINA box.
- Your LUCK score is 6. Enter this number in the LUCK box.

SKILL reflects your swordsmanship and fighting expertize; the higher the better. STAMINA represents your strength; the higher your STAMINA, the longer you will survive. LUCK represents how lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.

SKILL, STAMINA and LUCK scores change constantly during an adventure, so keep an eraser handy. You must keep an accurate record of these scores. But never rub out your *Initial scores*. Although you may receive additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial scores*, except on very rare occasions, when instructed on a particular page.



## BATTLES

When you are told to fight a creature, you must resolve the battle as described below. First record the creature's SKILL and STAMINA scores (as given on the page) in an empty box on the *Enemy Encounter Sheet* found on page 367. The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.

2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.

3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.

4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see 'Using Luck in Battles' below).

5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again, you may use LUCK at this stage (see below).

6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK) and begin the next Attack Round (repeat steps 1–6).

7. This continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

## FIGHTING MORE THAN ONE OPPONENT

In some situations, you may find yourself facing more than one opponent in combat. Sometimes you will treat them as a single adversary; sometimes you will be able to fight each in turn; and at other times you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. If you have to fight your opponents one at a time, as soon as you defeat an enemy, the next steps forward to fight you! When you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on you in the course of each Attack Round, but you can



choose which one to fight. Attack your chosen target as in a normal battle. Against any additional opponents, you roll for your Attack Strength in the normal way, but if it is greater than your opponent's, in this instance you will not inflict any damage. If your Attack Strength is lower than your adversary's, you will have to settle the outcome against each additional adversary separately.

## ESCAPING FROM BATTLES

On some pages you will be given the option of Escaping from the battle. You may only Escape if it is offered to you on the page. If you do run away, the creature automatically scores one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. You can use LUCK on this wound in the normal way (see 'Using Luck in Battles' below).



## LUCK

Sometimes you will be told to *Test Your Luck*. As you will discover, using LUCK is a risky business. The way you *Test Your Luck* is as follows:

Roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been *Lucky*. If the number rolled is higher than your current LUCK score, you have been *Unlucky*. The consequences of being *Lucky* or *Unlucky* will be found on the page. Each time you *Test Your Luck*, you must subtract one point from your current LUCK score. So, the more you rely on luck, the riskier this becomes.

## USING LUCK IN BATTLES

In battles, you always have the option of using your LUCK either to score a more serious wound on a creature, or to minimize the effects of a wound the creature has just scored on you.

If you have just wounded the creature: you may *Test Your Luck* as described below. If you are *Lucky*, subtract an extra 2 points from the creature's STAMINA score (i.e. 4 instead of 2 normally). But if you are *Unlucky*, you must restore 1 point to the creature's STAMINA (so instead of



scoring the normal 2 points of damage, you have now only scored 1).

If the creature has just wounded you: you can *Test Your Luck* to try to minimize the wound. If you are lucky, restore 1 point of your STAMINA (i.e. instead of doing 2 points of damage, it has done only 1). If you are Unlucky, subtract 1 extra STAMINA point.

Don't forget to subtract 1 point from your LUCK score each time you *Test Your Luck*.

## RESTORING SKILL, STAMINA AND LUCK

### SKILL

Occasionally, a page may give instructions to alter your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *initial* value unless specifically instructed.

## STAMINA AND PROVISIONS

Your STAMINA score will change a lot during the adventure. As you near your goal, your STAMINA level may become dangerously low and battles may be particularly risky, so be careful!

You may restore your STAMINA score by resting, drinking magic potions or eating Meals. You do not start the game with any Provisions, but you may acquire some during the course of your adventure. If you do, keep track of how many Meals you have left using the Provisions box on your *Adventure Sheet*. You may only eat one Meal at a time, and you may not eat Meals when you are engaged in combat. When you eat a Meal, regain up to 4 STAMINA points and deduct 1 from your Provisions.

Don't forget that your STAMINA score may never exceed its Initial value unless specifically instructed by the text.





## LUCK

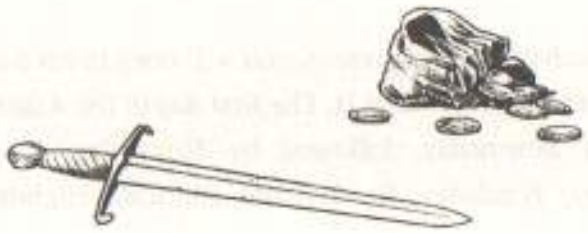
You will find additions to your LUCK score awarded when you have been particularly *Lucky*. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page.

## EQUIPMENT AND MONEY

During the course of your adventure, you will doubtless come across various items that you will want to take with you. If you do, make sure that you record them in the *Equipment List* box on your *Adventure Sheet*.

Any money you collect must be recorded in the Money box on your *Adventure Sheet*.

You will discover what equipment you possess at the start of the adventure when you begin to read *Secrets of Salamonis*.



## AMONOUR

AMONOUR is a term used in Salamonis and other settlements in the Vale of Willow to signify a person's fame and fortune. Many people consider a high AMONOUR to be more valuable than gold and swear by it as an indication of genuine honesty. AMONOUR can be increased by performing daring feats of heroism but can be decreased by behaving in a dishonourable way. At the start of *Secrets of Salamonis* you have no reputation or fortune to speak of and so your AMONOUR score starts at zero and cannot drop below this figure.

## SPECIAL SKILLS

During the course of your adventure, you may acquire one or more Special Skills. If you do gain a Special Skill, make sure you tick it off on your *Adventure Sheet*. You will learn how a particular Special Skill works when you acquire it.

## THE WHEEL OF THE WEEK

As your adventure progresses, you will need to keep track of what day of the week it is. The first day of the Allansian week is Stormsday, followed by Moonsday, Fireday, Earthday, Windsday, Seaday and Highday. Highday is



followed by Stormsday. If you are told to move the Wheel of the Week on a certain number of days, count on that number of days and make a mark in the segment you land on.

## HINTS ON PLAY

It will probably take you several attempts to make your way through *Secrets of Salamonis*. Make notes and draw a map as you explore – this map will be useful in future adventures and help you identify unexplored areas.

Not all locations contain treasure; many merely contain traps and creatures. There are many 'wild-goose chase' passages, and while you may progress through to your ultimate destination, it is by no means certain that you will win.

May the luck of the gods go with you on the adventure ahead!

# ADVENTURE SHEET

| SKILL | STAMINA | LUCK | AMONOUR |
|---|---|---|---|
| *Initial Skill* | *Initial Stamina* | *Initial Luck* | |

**MONEY** *10 Saleoins = 1 Gold Piece*

**PROVISIONS REMAINING**

**ITEMS OF EQUIPMENT CARRIED**

| SPECIAL SKILLS | |
|---|---|
| BRAWLING | |
| CHARISMA | |
| LUCKY | |
| SPELLING | |
| TRAP KNOWLEDGE | |
| WORLD LORE | |

**THE WHEEL OF THE WEEK**




# ENEMY ENCOUNTER SHEET

| | | |
|---|---|---|
| **MONSTER:** *Skill =* *Stamina =* | **MONSTER:** *Skill =* *Stamina =* | **MONSTER:** *Skill =* *Stamina =* |
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| **MONSTER:** *Skill =* *Stamina =* | **MONSTER:** *Skill =* *Stamina =* | **MONSTER:** *Skill =* *Stamina =* |

# SPELLING SHEET

| | | | | |
|---|---|---|---|---|
| A<br>42 | B<br>10 | C<br>26 | D<br>60 | E<br>3 |
| F<br>12 | G<br>400 | H<br>30 | I<br>111 | J<br>77 |
| K<br>125 | L<br>55 | M<br>7 | N<br>14 | O<br>5 |
| P<br>206 | Q<br>150 | R<br>80 | S<br>8 | T<br>37 |
| U<br>92 | V<br>43 | W<br>16 | X<br>301 | Y<br>290 |

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# CRYSTAL OF STORMS



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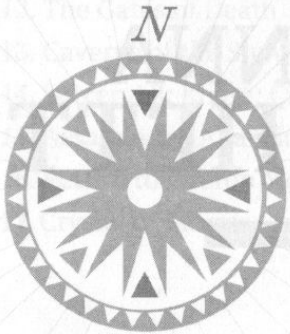
1. The Warlock of Firetop Mountain
2. City of Thieves
3. The Citadel of Chaos
4. The Forest of Doom
5. House of Hell
6. The Port of Peril
7. Creature of Havoc
8. Deathtrap Dungeon
9. Appointment with F.E.A.R.
10. Island of the Lizard King
11. Sorcery! 1: The Shamutanti Hills
12. The Gates of Death
13. Caverns of the Snow Witch
14. Sorcery! 2: Kharé: Cityport of Traps
15. Assassins of Allansia
16. Return to Firetop Mountain
17. Crystal of Storms




# CRYSTAL OF STORMS

RHIANNA PRATCHETT

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# CONTENTS

HOW WILL YOU START
YOUR ADVENTURE
9

BACKGROUND
12

CRYSTAL OF STORMS
17

RULES AND EQUIPMENT
269

ADVENTURE SHEET
278

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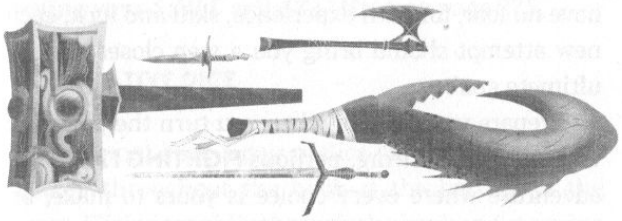
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*To Mum and Dad.*
*Who showed me magic every day.*



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How would you like to begin your adventure?

**IF YOU ARE NEW TO FIGHTING FANTASY . . .**

It's a good idea to read through the rules which appear on pages 255-262 before you start.

**IF YOU HAVE PLAYED FIGHTING FANTASY BEFORE . . .**

You'll realize that to have any chance of success, you will need to discover your hero's attributes. You can create your own character by following the instructions on pages 269–276. Don't forget to enter your character's details on the Adventure Sheet which appears on page 278.

Also note that, unlike other Fighting Fantasy Gamebooks, in this adventure you do not start with any Provisions.Also please note the new rules on testing your *SKILL* and *STAMINA* on page 275.

**ALTERNATIVE DICE**

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, read only the first printed die; if two, total the two dice symbols.

# BACKGROUND

The tempest children of Pangara, God of the Wind, have long reigned over the waters between Allansia and Khul. Many who sought to cross the perilous Ocean of Tempests have lost their lives to the raging storms or the terrifying sea creatures that dwell there. But deep within Zephyrus, largest of all the tempests, where the air is sweet and calm, lies the floating archipelago of Pangaria. The five islands of Cirrus, Altos, Cumulus, Incus and Asperitas surround a sixth small island known as Nimbus.

You were born and raised in Pangaria, but whilst many of your friends have opted to join the working communities of their home isles, such as Cloudkin farming on the water island of Altos or wrangling the magical (yet tasty) fauna of Cirrus, you dreamed bigger. You didn't want to settle for just one island. You wanted to see it all. And so you decided to join the Sky Watch, the guardians of peace within the whole of Pangaria. But your beloved home has a lot of peace to go around, and your first few weeks in the Sky Watch have been a rather dull parade of lost pets and mediating petty squabbles regarding overgrown shrubs. Your heart cries out for adventure.

And then one fine morning, an urgent message arrives at your Watchhouse summoning all the Sky Watch to an emergency meeting in the Citadel on Nimbus. It seems that adventure has finally listened and answered your plea.

Full of nervous excitement, your entire Watchhouse boards the local flyer – one of the small airships that transport Pangarians between islands. No one seems to know the purpose of the meeting, but it is bound to be something quite extraordinary for the entire Sky Watch to be summoned. You've only been to the Citadel once, when you were sworn into the Sky Watch, and it still holds newness and excitement for you. Stretching, you lean your head out of the flyer window and crane your neck in order to get the first glimpse of the towering spires and sculpted ramparts of the Citadel, the home of Pangaria's lawmakers, diplomats and island officials. The flyer's Goblin pilot wearily reminds you to keep all limbs inside the ship, lest you lose something essential.

Although you've heard tell that there are tribes of Goblins out in the world who are aggressive towards humans and other species, the Goblins of Pangaria are largely friendly. Most importantly, they developed the technomancy – a blend of elemental magic and engineering – that keeps Pangaria airborne.

You're just about to disembark and take your first steps

on to Nimbus when your commander, Captain Halleck, looks aghast. "By Zephyrus's breath!" he exclaims, looking directly at you. "I've forgotten my hovers! Can't be seen in the Citadel without those. Please retrieve them from the Watchhouse, recruit." He pats at his pockets, searching for something. "Bring my coin bag too."

You nod. As the newest member of your Watchhouse, you don't really have a choice. Remaining on board the flyer as the rest of the Watch disembarks, you hope you can get there and back without missing anything exciting. Seeing your frustration, the flyer's pilot softens and cranks up the craft to its top speed and brings you right up to the Watchhouse door. You rush inside and soon return, clutching the small leather purse, jingling with coins, and carrying Halleck's hovers.

Up close you can't help but marvel at the intricate, light-as-air metalwork of these portable wings, powered by storm crystals, harvested and gathered from the local tempest by the elemental Stormborns. You look forward to the day when you are senior enough to get your own pair. You check the crystal gauge, which is attached to a small blue-green storm crystal that has a tiny imprisoned tempest swirling inside it. It's a third full, but there's no time to charge the wings. You throw yourself back into the flyer.

The little airship has barely had time to set down when you leap from the bulwark and start to sprint towards the Citadel. Suddenly a great explosion rocks Nimbus and a wave of energy surges outwards from the fortress, catapulting you through the air and over the edge of the island.

You begin to plummet downwards.

# YOUR ADVENTURE AWAITS!

May your STAMINA never fail!

**NOW TURN OVER...**

**1**

The explosion has knocked the wind out of you. There's only one thing you can do to save yourself as you tumble through the howling air. You manage to struggle into Halleck's hovers, and the wings unfold with a soft *thwack, thwack, thwack* sound. Your fall ceases as the hovers slow your descent and hold you aloft. Your relief turns to fear as you look up and realize that now it's Nimbus which is falling. Straight towards you.

Using your shoulder muscles to operate the hovers, you manage to steer yourself out of the path of the falling island as it hurtles past, tossing you around like a feather on the breeze. You gain control only to see Nimbus crashing into the sea far below. You watch in horror as the island begins to sink beneath the waves.

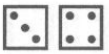
You become aware of an unsettling humming sound and the wings begin to shudder. The crystal that powers the hovers must be running out of charge! There's just enough power left to fly you to the safety of your home island.

If your home island is Cirrus, the farming island, turn to **84**. If your home island is Altos, the water island, turn to **196**. If your home island is Cumulus, the island of trade, turn to **298**.

**2**

It's time to look somewhere else.

To charge your hovers and fly to Asperitas, the isle of technomancy, turn to **384**.



If you do not have any Gold Pieces, you can continue no further and your adventure is over.

**3**

You glide the *Barnacle* down to the outskirts of Nimbus. The flowers and gardens look like exotic coral reefs. As you are trying to remember how to get to the main entrance of the Citadel, you spot another brass sphere. It's another bathysphere, only this one is stuck in the trees and has a great gash in its side. It must be the *Barracuda*, the sphere that never returned when Nimbus crashed.

If you want to investigate the other bathysphere, turn to **393**. If you want to continue to the Citadel, turn to **290**.

**4**

"Well, I mean, Nimbus falling, of course! It's all anyone's talking about."

If you want to ask him why he thought you might believe he's involved, turn to **116**. If you want to lie and accuse him of being behind it, turn to **372**.

**5**

You show Methedus the storm crystal shard and explain how you came by it. A strange expression crosses his face which you can't quite read. He studies the object, running his translucent hands over its faceted surface.

"This isn't like any crystal I've ever seen before. It's



large; not as large as the ones that power the islands, but too big to be used in hovers or flyers."

He touches the marks on the inner side of the crystal.

"These marks are where the crystal's energy must have broken out. Become unstable. Whatever happened to this one, it was broken from the inside out. The black residue on the outside is some kind of oil. That's all I can tell you for now. I must continue my work inside. There is bread to be made. Good day to you."

He hands the storm crystal shard back to you.

If you feel like you've heard all you need to, turn to **205**. If you think he's hiding something and want to secretly follow him, turn to **121**.

**6**

You give Vizigg the black candle. "Hmm, it's more of a dark grey colour, but it'll do," he says, taking it from you.

If you have a copper ring, turn to **228**. If you have a silver goblet, turn to **115**. If you want to leave the Under-Library and go in search of these items, turn to **26**. If you have given Vizigg all the requested items, turn to **206**.

**7**

You manage to dodge the incoming globule, but you still have to deal with whatever launched it. A Giant Toad waddles out of the swamp, blocking your path. It readies itself to launch another gloopy missile in your direction.



To fight the creature, turn to **44**. If you have a Calming Potion and want to use it now, turn to **204**.

**8**

The Goblin flyer brings you safely to Incus, the fishing island. You try to recall what you know about the island. Unlike the other residents of the archipelago, the Incus fishermen have been granted direct access to the Ocean of Tempests by Pangaria's authorities. Incus also floats lower than the other islands, which makes this easier. Various craft are built and used by the Incus islanders to trawl the ocean, bringing fresh fish, seaweed, coral, shells and other sea-born bounties to the lands above. The craft are embedded with storm crystals which allow them to fly up and down from Incus as required.

Due to the protective arms of the giant Zephyrus Tempest, the section of ocean directly under the archipelago is usually a calm and rich fishing ground. The main dangers are the larger and more ferocious aquatic creatures who share these waters. Only the hardy can survive the Ocean of Tempests and they are best left well alone.

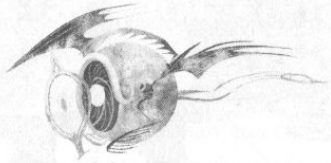
However, the needs of a civilization, even a small one like Pangaria, are varied, and so the fishermen of Incus must often venture beyond the Zephyrus Tempest and into the wider ocean. There the rougher seas require sub-aquatic craft known as bathyspheres which can hunt and



gather below the waves, although they are noisier and more cumbersome, and therefore run a greater risk of disturbing the local fauna.

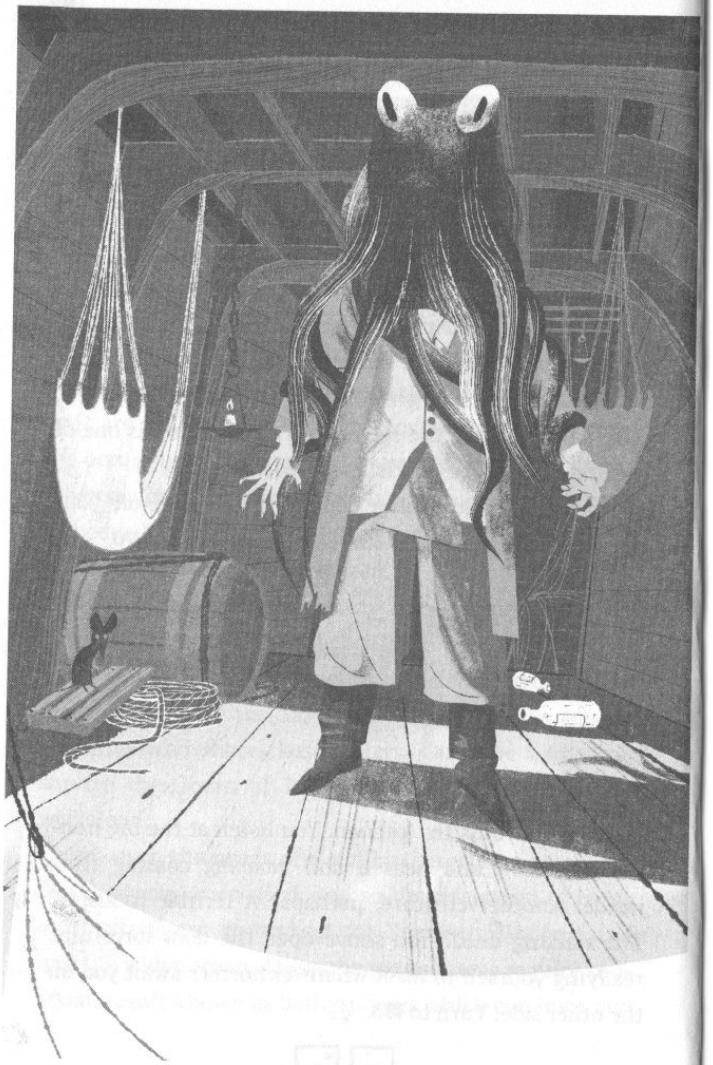
Incus also receives limited trade from trusted sources on the mainland, although the islanders are careful not to let them set foot on the archipelago. Very occasionally Pangarian fishermen have rescued shipwreck survivors from the waters. If those survivors require aid that cannot be administered by the fishermen themselves, they are taken to Pangaria, and given aid and sanctuary. Permanent sanctuary. Keeping the secrets of Pangaria safe is one of the first rules that every islander learns.

You disembark. If the codeword **Galen** is on your Adventure Sheet, turn to **337**. Otherwise, turn to **90**.



**9**

You head towards the kitchen. You listen at the big iron-studded door, and hear a dull *moaning* coming from inside. Another creature, perhaps? A terrible monster? The walking dead? You shove open the door forcefully, readying yourself to meet whatever horrors await you on the other side. Turn to **188**.



*Human and cephalopod have become one*



10

Looking around carefully to check that no one is watching, you clamber into the hammock.

Its gentle movement soon rocks you to sleep. You dream of floating metal eyeballs following your every movement and a giant metal hand reaching down from the storm clouds to crush you. You awaken feeling refreshed (restore up to 3 *STAMINA* points) but then suddenly find yourself roughly jerked out of the hammock. You go to pick yourself up off the floor and see a pair of black boots in front of you.

Expecting to look up at the enraged fisherman whose hammock you've been caught napping in, you're horrified to find yourself face-to-face with a large, pulsating Octopus. Pulling yourself upright, you realize that you were half right, the Octopus is attached to a man's head, completely obscuring his skull. Its body crackles with elemental energy and its tentacles are wrapped around the man's torso and arms. Human and cephalopod have become one – one hulking, enraged creature that has you in its sights.

*OCTOMAN* *SKILL 10* *STAMINA 10*

Once you reduce the Octoman's *STAMINA* score to 5 points or fewer, turn to **106** at once.

### 11

You ask Vizigg about his condition. He looks down at his blood- and dust-covered robes. "I got pinned under some masonry during the fall. Crawled out eventually. But I doubt I'm long for this world."

If you want to ask him why the Nimbus crashed and haven't already, turn to **82**. If you want to ask what Vizigg is doing with the broken storm crystals and haven't already, turn to **59**. If you want to ask about the ward on the Great Hall and haven't already, turn to **338**. If you are done asking him questions, turn to **170**.



### 12

You aim for a soft-looking haystack and, just as the wings of your hovers are starting to fold up, you drop safely into the soft, warm hay. A grazing mule gently nuzzles you to your feet.

If Cumulus is your home isle, turn to **57**. If Cumulus is not your home isle, turn to **88**.

### 13

You keep up with the flying eye with ease. Turn to **38**.



### 14

The light dims and the sea creature sinks to the bottom of the cave. You look around the rocky ledge and see that the Wraithfish was quite the hoarder. There are lots of metallic bits and pieces strewn around the cave.

You root around amongst the junk to see if you can uncover anything of value. You find a strange brass rod, which looks like it might have come from a boat, and a silver goblet. (Add both these items to your Equipment List.)

You manage to get the *Barnacle* back into the water. The craft still looks useable, despite everything it's been through. You get back in and decide where to go next.

If you have the codeword **Rescue** recorded on your Adventure Sheet, you can turn to **132**. If not, and you want to leave the passage and take the left fork in the caves, if you haven't explored that way already, turn to **231**. To leave the caves and head for the large dim shape, turn to **191**.

### 15

You have the key to your own chest, whilst another has caught Silas's attention. Checking the rest, you discover that one is unlocked.

If you want to search your chest, turn to **217**. If you want to open the unlocked chest, turn to **65**. If you want to see what Silas has found, turn to **134**.

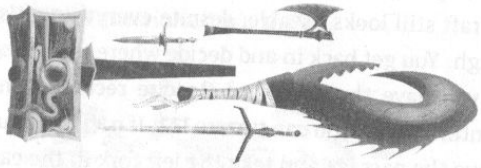
## 16

You throw the trident to Tideus. (If you are currently using the trident, you must switch to a different weapon.)

"Now dat is wot I calls a weapon," he bellows delightedly.

He hurls the trident at the Goblin War Golem, hitting the ungodly metal creation in what passes for its chest. (Deduct 5 points from the War Golem's *STAMINA* score.)

"Pah!" shouts Krazic. "It's going to take more than a little sea fork to stop us!" Turn to **326**.



## 17

You tell Caleb about your investigations and ask him to tell you more about this *Doombringer*.

"It was a few weeks back," explains Caleb. "Great big vessel. Got caught between a couple of tempests. Nasty business. Rescued one survivor, but the ship sank like a stone."

He starts to cough again.

To ask more about the survivor, turn to **281**. To ask if there's anything else Caleb knows about the *Doombringer*, turn to **33**. To leave him and continue to the east dock, turn to **295**.



## 18

The lower areas of the library are waist deep in water. Books float by in shoals. The upper levels are dry, though, so you make your way there.

You wade between the shelves. Suddenly you hear strange noises coming from . . . well, you don't quite know where. It sounds like *chanting*, with the occasional *shuffling* and *banging* sound. You follow the sound and it takes you to a section of bookshelf. The sound is coming from directly behind it.

You check the bookshelf for handles. Then you study the books carefully. You notice that there are four dotted across the shelves that have very similar spines. You decide to reach for one to see if it will help solve this conundrum. Do you reach for:

*Tooth and Claw: Famous Fights to the Death?* Turn to **45**.
*Winged Menaces: Death from Above?* Turn to **89**.
*A Sting in the Tale: A Collection of Unexpected Endings?* Turn to **239**.
*Denizens of the Deep: Aquatic Beasts and How to Kill Them?* Turn to **341**.

If you don't want to pick up any of the books, then there's nowhere else to explore in the library and so turn to **92** to return to the Nimbiferous Chamber.

### 19

You tell Nix you don't think it's a good idea for him to be doing this.

"This thing half destroyed my workshop," he grumbles. "I want to see it gone! Or at least moved. Once it's off my property, it's all yours, Officer."

You reluctantly agree and let Nix charge up the boulder. Lose 1 *LUCK* point and **250**.

### 20

You give him the supposed cure and tell him that it might help with his current condition. He sniffs it closely.

"You know, I think you're right," Kritch says cheerfully. "Give it a few minutes to work and I'm sure I'll be up to piloting the flyer. I'm only licenced to take you to Incus. Take the north flyer port from there for Asperitas. If you want to visit Cirrus or Cumulus, you'll need to use your hovers."

If you want to charge up your hovers for 1 Gold Piece and fly to Cirrus or Cumulus, turn to **96**. If you'd like to take the flyer to Incus, the fishing island, turn to **8**.

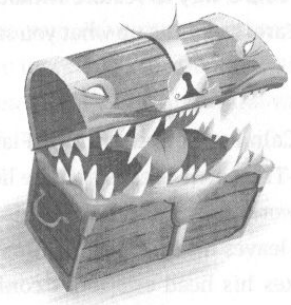
### 21

You attempt to break down the door but you just end up jarring your shoulder. (Lose 2 *STAMINA* points and 1 *SKILL* point.) The locking system behind it must be incredibly strong.

If you want to head west, towards where the residents



of Asperitas live, turn to **293**. Alternatively, you can head north, deeper into the maze of workshops and laboratories – turn to **111**.



### 22

You tell the fisherman that you'll do what you can to help him. With that, you guide the bathysphere beneath the waves. Turn to **203**.

### 23

You hold the lemon-drenched page up to the light. As it heats up, a mess of brown appears. If there was something written on there, you can't read it. But it's clear that Vizigg must have been sending and receiving secret messages. Unfortunately, there's nothing more you can do about it now.

You leave the tower and head north-east into the maze of workshops and laboratories. Turn to **111**.

## 24

You say that honestly, you don't know, but you're doing everything you can to find out what caused the explosion and hopefully find a way to restore Nimbus. Maude gives you the hard stare, weighing up what you said.Turn to **364**.

## 25

You hurl the Calming Potion towards Flapps, who grabs it in his teeth. The bottle breaks and the liquid pours into his mouth. It works quickly and Flapps starts to shrink in size. The glow leaves his eyes and his fur stops sparking.

Flapps shakes his head and looks confused. Then he bounds forward and covers both you and Nemi in wet licks.

"OK, boy, OK. Enough! Enough!" laughs Nemi, stroking Flapps's fur. "You go back to the farm and wait for me there."

Flapps barks, bounds out of the cave and takes off, heading for the Cloudkin farm.

"Thank you for that," says Nemi. "If Flapps had been left much longer, he'd have been beyond saving." (Gain 1 *LUCK* point.)

She rummages in the dirt at the back of the cave. "Hmm, what's this?"

She picks up a longsword and dusts it off.

"You take it," she says. "A thank you from me and Flapps."

(Record the longsword on your Adventure Sheet. If you use the longsword in battle, you may increase your Attack Strength by 1 point.)

"Oh, and here." Nemi's eagle eyes have spotted something else in the cave. She passes you 2 Gold Pieces. (Record these on your Adventure Sheet as well.)

If you want to investigate the Goblin flyer, turn to **361**. If you haven't been to the Watchhouse and want to go there now, turn to **40**.



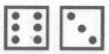
## 26

You decide that you need to explore a bit more.

If you decide to go back to the bathysphere, turn to **136**. If you want to go back to the Nimbiferous Chamber, turn to **194**.

## 27

You follow the signs towards where you would expect to find Cumulus's Goblin flyer, but as you near the dock, you can see no sign of it. At first you think it must be traversing one of its routes, but then you hear a plaintive "Help! Help! Anyone? *Anyone?*"



You peer over the edge of the dock and see the Goblin pilot hanging off the edge of some rocks below. The Goblin looks very relieved to see you. "Could you possibly give me a hand here?"

You pull the Goblin to safety and she introduces herself as Daxa.

"That Nimbus explosion completely took out my flyer," she explains. "Blew it right down into the ocean. Luckily, I managed to jump out when I did, or I'd probably be in some Great White Squark's belly by now!"

You explain that you were hoping to visit the other islands.

"Well, until I get another flyer, you won't be able to get to Incus or Asperitas," Daxa says, sadly. "But I'll charge your hovers for free and that will get you to Cirrus or Altos. You can take the flyers from there."

She points to a long bridge nearby, half shrouded in clouds.

"Normally you could take the Sky Bridge to Cirrus, but it's been closed due to some unnatural disturbances around the bridge at this end," Daxa explains. "Of course, if you can deal with that, I'd be happy to reopen it, especially as my best aeronaut's helmet got thrown there during the crash. If you can make the bridge safe again, then the helmet is yours."

If you want Daxa to charge your flyers for free and fly to Altos, turn to **342**. If you want Daxa to charge your flyers for free and fly to Cirrus, turn to **320**. If you want to investigate the Sky Bridge to Cirrus and see if you can find the aeronaut's helmet, turn to **233**.





**28**

You run forward and sweep up the elderly Goblin, managing to save both of you from the falling debris. Turn to **216**.

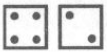
**29**

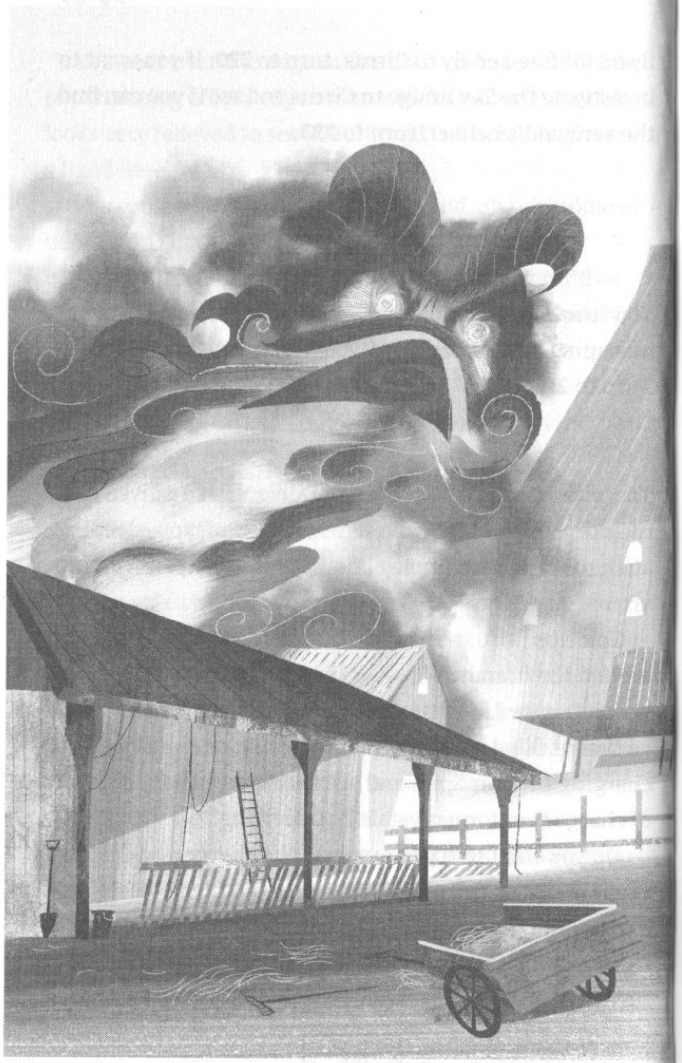
You pick up the sketches and realize with a shiver that they're drawings of you. There's one of you sleeping at the Cirrus Watchhouse, and another of you walking around Asperitas.

You can also see notes detailing your movements around the islands. Whoever lives in this house has been very interested in what you've been up to.

You're filled with rage. You look at the contraption charging the Eye-Spies and see that it regulates the level of charge the storm crystals are receiving.

Do you want to try to overload the charge and destroy the Eye-Spies (turn to **389**), or would you prefer to explore the ground floor, if you haven't already done so (turn to **182**)? Alternatively, you can leave the house by turning to **149**.





*An enormous black Cloudkin floats out from behind one of the farm buildings*



30

You head towards the farm. This is where the Cloudkin are born and raised when young, before they are let out to roam in the skies above Altos, the Zephyrus Tempest preventing them from drifting too far away. There they grow fat with rain and are cared for at ground level by Altos's many farmers and in the air by Canidors – winged, dog-like creatures.

Any island that needs rain or shade can request a herd of Cloudkin, which will come to the island and deposit their rain before returning to Altos to be fattened up again. Cloudkin are usually gentle and passive, aside from protective mothers, as you just found out.

But as you get nearer, the farm seems unusually quiet. There are no workers outside, or Canidors in the air, and there are even a few discarded tools lying about. A chill goes down your spine. Something bad has happened here.

Suddenly, there's a *thunderous growl*. An enormous black Cloudkin floats out from behind one of the farm buildings, lightning sparking from within its swirling dark depths. This is like no Cloudkin you've ever seen before. The energy from the Nimbus must have mutated it from a benign rain cloud into an angry ball of storm energy.

"Here! Take this!" You turn to see a young woman dressed in waterproof farming clothes. She throws you a Cloudkin staff – a special staff used in the farming

of the sentient clouds. (Add the Cloudkin staff to your Adventure Sheet.)

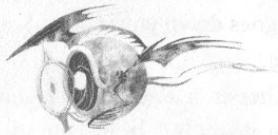
"Let's subdue this storm!" she shouts over the rumbling, thunderous growls of the Stormkin.

With this woman fighting with you for the duration of this battle, you may add 2 points when calculating your Attack Strength, you may increase any damage you cause by 1 point, and you may reduce any damage you suffer in battle by 1 point.

Together you can take on the Stormkin.

*STORMKIN* *SKILL 10* *STAMINA 10*

If you win, and Altos is your home island, turn to **353**. If you win, but Altos is not your home island, turn to **277**.



**31**

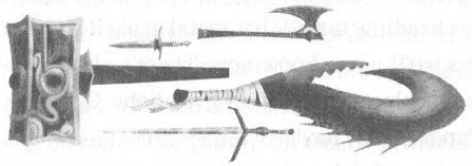
You are just about to take a dive into the water when Nemi pulls you back.

"What are you doing, you idiot?" she yells at you. "Don't you see the colour of the water?"

You look down again. The water does look darker than you remember, and not its usual beautiful azure blue.



Perhaps diving in isn't such a great idea after all. A scaly backbone cuts the surface of the water briefly before disappearing. Yes, definitely not a good idea.Turn to **75**.



**32**

You fight your way through the angry vines until they retreat away from the door, giving you enough time to escape. You notice a bunch of unexploded grapes lying on the floor. You prod them very gently with your sword, but they seem more stable when not connected to the vine. It will take more force to activate their corrosive properties. Thinking they might come in useful, you carefully put them in a small leather pouch and take them with you. (Add the corrosive grapes to your Adventure Sheet.)

You leave the Watchhouse and are just wondering if you should go to the north of Cirrus and locate a Goblin flyer to take you onwards to the other islands when you hear an indistinct yelling in the distance.

If you want to follow the sound of the yelling, turn to **168**. If you want to investigate the plume of blue-green smoke, turn to **137**. If you want to head north, turn to **255**.

**33**

You ask Caleb if there's anything more he can tell you about the *Doombringer.*

"It was a warship. Weapons. Cannons. Not sure where it was heading, but all that metal made it sink like a stone. Guess we'll never know now. There's always a war going on some place. Folks love a good fight. Give me the peace of Pangaria any day!"

To leave Caleb and continue your journey, turn to **295**. If you haven't asked more about the survivor already, turn to **281**.

**34**

You duck and roll as a blade swishes over your head. You might have got a slight haircut, but otherwise you're unharmed. You wonder why anywhere in the Citadel would need such a trap to protect it.

You're still wondering this as you walk forward and get slightly scorched by a fireball spat out by a statue embedded in the wall. (Lose 1 *STAMINA* point.)

Make that traps.

You move ahead extremely cautiously. Turn to **210**.

**35**

With the queen dead, the other Cockroaches quickly withdraw from your sight. You search the room, picking your way around the foul-smelling corpse. You don't find your own Gold Bag, but you do find another with 3 more Gold Pieces in than you had when your own bag was taken. (Update this on the Gold Box on your Adventure Sheet.) You also find a small jar of healing honey and some dried fish. (Add these to your Adventure Sheet. The healing honey will restore up to 3 *STAMINA* points and the dried fish will give you 2 *STAMINA* points.)

Climbing on top of the Queen Cockroach's corpse, you are able to reach the hole in the roof. You pull yourself out and head back to your adventures, a little heavier and a little smellier. Turn to **336**.





**36**

With the crystal's warning alarm ringing in your ears, you manage to steer the hovers gently down to Cirrus. The wings fold up behind you as you stare across to where Nimbus used to be. Now there's nothing but air and dust, which crackles with a strange energy. Whatever brought the island down must've been incredibly powerful. Turn to **321**.



## 37

You move your bathysphere closer to the bubble. The figure inside is ethereal and translucent. You realize it's one of the Stormborn.

"Ah, you're still alive!" he grins. "I hoped you would be. My name is Methedus." You realize that Matix's amplification device is allowing you to hear him perfectly, even inside the bathysphere.

"The path you travel will not be an easy one," the Stormborn continues. "I thought this might come in handy."

And with that Methedus waves his hands and creates a small bubble in which floats a Potion of Power. He pushes the little bubble through the walls of his own and floats it across to the *Barnacle*, where you can capture it. (Add the Potion of Power to your Adventure Sheet. This will increase your Attack Strength by 2 points for the duration of one fight only and restore 3 *STAMINA* points as well.)

You ask him why the Stormborn haven't helped the Nimbus.

"Alas, a ward has been placed around Nimbus which prevents any Stormborn from getting close. But I should warn you that I believe there to be another Stormborn still inside. What his role is in all this chaos I do not know for sure, but be careful. It's up to you now, Officer."

With that, Methedus and his bubble float back to the surface. Turn to **3**.



## 38

You observe the flying eye zipping into a small hatch in the side of a ramshackle wooden house. You have no idea who it belongs to. Do you want to:

Knock on the front door of the house? Turn to **102**.

Quietly go round to the back of the house and see if you can find another way in? Turn to **287**.

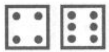


## 39

You hurl the giant Crab Pincher towards the Goblin War Golem. "Oh!" says Tideus. "A snack! Tideus likes snacks!"

As he makes a grab for the pincer, Krazic takes advantage of the distraction and cracks the Sea Giant across the head with his stone club.

(Deduct 3 *STAMINA* points and 1 *SKILL* points from the Sea Giant.) Turn to **326**.



**40**

You set off for the Watchhouse, taking the most direct route through an expanse of marshy land, whilst wondering who might still be left there, and why they missed the meeting on Nimbus. As you ponder this, you hear a low rumbling sound. Fearing it might be another Stormkin, you ready your weapon. Suddenly a globule of sticky goo flies through the air straight towards you.

*Test Your Luck.* If you are Lucky, turn to **7**. If you are Unlucky, turn to **397**.



**41**

You urge the *Barnacle* forward, preparing to engage the creature in combat.

| | | |
|---|---|---|
| *GIANT ELECTRIC EEL* | *SKILL 8* | *STAMINA 8* |

Every three Attack Rounds, the Eel will emit a pulse of electricity that will cause 3 *STAMINA* points of damage to the bathysphere, whether you wound the creature or not.

If you win the battle, turn to **172**. However, if you lose the battle, the battered *Barnacle* sinks to the bottom of the ocean, condemning you to a slow death.



**42**

Thankfully, the stairs leading to the upper level are still intact, even though part of the floor has collapsed. Like downstairs, there are no signs of life and it looks like a storm has blown through the place.

If you want to explore further, turn to **274**. If you want to leave and go towards Matix's home, turn to **161**. If you want to leave and head to the east dock and the bathysphere shed, turn to **74**.

**43**

You return to Halleck in the room below. You don't want to alarm him, so you make sure he's comfortable and tell him you're going to continue searching the Citadel.

"Good work, Officer!" Halleck says, saluting you.

If you have the codeword **Nimbi** on your Adventure Sheet, turn to **92**. If not, turn to **347**.



**44**

You square up to the Giant Toad, preparing to battle it to the death. For one of you at least.

| | | |
|---|---|---|
| *GIANT TOAD* | *SKILL 5* | *STAMINA 7* |

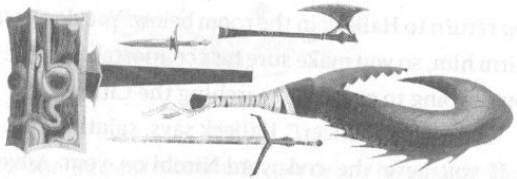
If you win, turn to **181**.

## 45

You gingerly take down *Tooth and Claw: Famous Fights to the Death*. The book jumps out of your hand, the pages flipping back and forth. Claws come out of the page, followed by muscular, hairy arms, and then an entire Clawbeast emerges from the enchanted tome, hungry for a fight.

*CLAWBEAST* *SKILL 9* *STAMINA 14*

If you win, turn to **263**.



## 46

On entering the mill, you can see that the circle Methedus was floating above is covered in strange symbols. You ask what exactly he's doing, fearing that he may somehow be involved in the fall of the Nimbus.

"When the explosion happened, there was a Stormborn present," he explains. "I felt their energy and I also felt it leave after the Nimbus fell. Perhaps they were there when it happened and fled from the scene, or maybe they're trapped down there, I don't know. I was trying to reconnect with their energy, but no matter what I do, I can't. Or I couldn't until I touched that shard you brought me. It has the same energy."

You ask him what he means by that.

"You may not know this, but each storm crystal is intrinsically imprinted with the mark of its maker. These are invisible to all but other Stormborns. The shard you had was made by a Stormborn called Boreas. He's an elder of our tribe, but he's not been seen for a while. It pains me to admit this of another Stormborn, but Boreas is involved somehow."

He's telling the truth; you can feel it in your bones.

Methedus passes you a small crystal. It looks like a blank version of the one you have in your hovers.

"You might need this, Officer. You seem like the type that gets themselves into danger. There are a lot of nasty energies around and this will remove them from an infected creature, just as long as it's not too far gone. Once the animal has been taken over entirely, the crystal won't work. One use only, I'm afraid." (Add Methedus's shard to your Adventure Sheet and 1 point to your *LUCK* score.)

Add the codeword **Boreas** to your Adventure Sheet, if you haven't already.

There's nothing more left to do here.

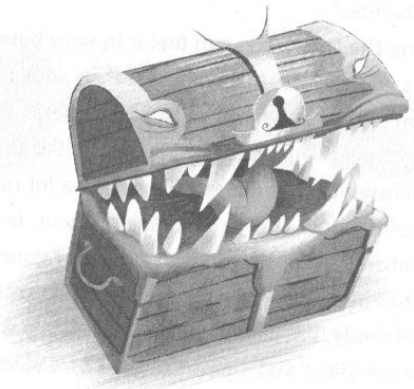
If you want to look for Hazi in the market, and haven't done so already, turn to **351**. If you want to find the local Goblin flyer and head on for the other islands, turn to **27**.

## 47

You finish off the Octobeast before it can infect anyone else. But now you urgently need to return to your investigations.

If you have the codeword **Renard** written on your Adventure Sheet, turn to **56**.

If not, where do you want to go now? To head north towards Matix's home, turn to **161**. To head to the east dock and the bathysphere workshop, turn to **74**.



## 48

You speedily make your way back to the Nimbiferous Chamber.

If you'd rather investigate in the kitchens, turn to **9**. If you've not yet tried to open the Great Hall door, turn to **369**.



## 49

You head for the Watchhouse. There must be something you can scavenge there.

You're passing by a field of gently waving corn when you become aware of a growing *chittering* sound. The sound gets louder and louder as more creatures join in. The stalks begin to ripple as something surges towards you and erupts out of the corn.

It's a horde of Corn Rats. These usually peaceful pests have been aggravated by the surge of energy from the explosion on Nimbus and have ditched their regular vegetarian diet for something a little meatier – you!

*RABID RAT HORDE* *SKILL 6* *STAMINA 10*

If you win, turn to **109**.





*The elemental energy hasn't completely corrupted him*



**50**

The shadow unfolds a pair of wings. As it draws closer, you can see it's a Canidor – or at least it was once. Now it's fighting the effects of the surge of elemental energy from the explosion. Its eyes glow with flashes of lightning, while sparks crackle off its fur.

You can see a collar around its neck. The name tag reads *Flapps*.

Flapps snarls, revealing wickedly sharp teeth. Then he *whimpers* a little. The elemental energy hasn't completely corrupted him, but it can't be long before it does.

If you want to use a Calming Potion on Flapps, turn to **285**. If you have Methedus's Shard and want to use it on Flapps, turn to **265**. If you want to fight Flapps, turn to **147**. If you want to flee, hoping the Canidor doesn't pursue you, and head for the Goblin flyer instead, turn to **361**.

**51**

You press your storm crystal to the larger shard. A force of energy knocks you back. Luckily Silas catches you. (Lose 2 *STAMINA* points.)

"Looks like that crystal's too volatile to charge from," says Silas, helping you up.

You break off a small piece of the shard near one of the cracks and examine it. Strangely, the damage seems to be on the inside of the crystal. You can see worn grooves and cracks on the inside and a strange black residue on

the outside. (Record the storm crystal shard on your Adventure Sheet.)

Perhaps you can find someone who'll be able to tell you where the crystal came from and what broke it. Maybe then you'll be able to find out what happened on Nimbus.

If you want to visit the Watchhouse, if you haven't already, turn to **49**. If you want to investigate the shed, turn to **376**.

**52**

You return to Vizigg.

"Ah, it's you," he wheezes. "What do you have for me?"

If you have the copper ring for him, turn to **228**. If you have the silver goblet for him, turn to **115**. If you have the black candle for him, turn to **6**. If you want to leave the Under-Library to keep looking for any missing items, turn to **26**.

**53**

You tell Yurik that it was Pox who told you he was involved with the Nimbus crash.

"It's not true!" he squeaks. "I never trusted him, or Paxlo! Never! I don't know what them and the others were up to in Krazic's workshop on Nimbus, but they were being paid double to be there. Hush money if you ask me."

You decide to ask about the workshop. Turn to **133**.



**54**

You're glad to finally be on your way to Nimbus, but at the same time you're terrified of what you might find down there. Beyond the storms, is the Nimbus still afloat, or has it sunk into the ocean depths? Are any of your friends in the Sky Watch still alive?

The bathysphere shakes a little as it passes through the turbulent storm clouds, but soon you feel it land with a large splash in the water. Rain drums on the top of the bathysphere and the waves toss you from side to side, making you feel ill. The Ocean of Tempests is living up to its name.

From now on, unless you exit the bathysphere or you are specifically told to use your personal *SKILL* and *STAMINA* score, you must use the bathysphere's *SKILL* and *STAMINA* scores instead.

*BATHYSPHERE SKILL (see below) STAMINA 20*

The bathysphere's *SKILL* score is equal to your *Initial* SKILL score, minus 1.

Any bonuses or penalties you have as a result of using particular weapons do not apply for as long as you are using the bathysphere's *SKILL* and *STAMINA* score. (Make sure you continue to keep a careful record of your personal stats.) Now turn to **186**.



**55**

The shadow unfolds a pair of wings. As it gets closer you can see it's a Canidor, or rather was a Canidor. Now it's fighting the effects of the surge of elemental energy from the explosion. Its eyes glow with flashes of lightning and sparks are crackling off its fur.

"It's Flapps!" cries Nemi.

Flapps snarls, revealing wickedly sharp teeth.

"Good boy, easy, easy," whispers Nemi, soothingly. It's me."

Flapps whimpers a little. The elemental energy hasn't completely corrupted him, but it can't be long before it does.

"You have to find a way to help him," Nemi pleads with you.

If you have a Calming Potion and want to use it on Flapps, turn to **25**. If you want to turn back and head for the Goblin flyer instead, turn to **361**.



**56**

Where do you want to go now? Will you head:

To the Renard house? Turn to **118**.

North towards Matix's home? Turn to **161**.

To the east dock and the bathysphere workshop? Turn to **74**.



**57**

The usual bustling sounds of the market are more muted today. You don't see as many stalls open, and the crowds are sparser than normal. The explosion on Nimbus has driven many indoors, but the stallholders are hardier, and most won't run and hide whilst there's even one person to make money from.

If you can charge up Halleck's hovers you will have a valuable piece of equipment at your disposal. You also realize you've managed to keep hold of his Coin Bag. He won't mind you borrowing it in the line of duty. (Add 10 Gold Pieces to your Adventure Sheet.)

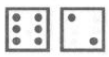
You check your waist; your trusty short sword is still there, thankfully. You get the feeling you might need it. (Add this to your Adventure Sheet.)

"Whoa! Ain't you a little junior for those hovers?"

It's Dav, a Goblin friend of yours who works in the local bakery. You vainly try to explain what happened on Nimbus and why you have Halleck's hovers, but it's still all so confusing and you have no answers to his questions yet.

"Sounds like you've had quite the morning," says Dav sympathetically, passing you a ginger-cream horn, which makes you feel just a little bit better. (Restore 1 *STAMINA* point.)

"We all heard the explosion," continues Dav. "Never seen the market fall so quiet. Some folks hid. Don't



blame 'em with all the extra elemental energy wafting around here. Most of the stalls stayed open. You know the types around here; they wouldn't budge unless the ground fell out from under them! Er, let's hope it doesn't come to that."

Your resolutely tell Dav that you're going to investigate what happened. "Probably best if I join you while you're on Cumulus," says the little Goblin. "I've done all my chores and you look like you could use the company. Plus, I got a few moves if anything gets a bit fighty. Oh, and here, this might come in handy." He tosses you a Healing Potion. (This will restore up to 4 *STAMINA* points when drunk.)

As long Dav is travelling with you, you may add 2 points when calculating your Attack Strength, you may increase any damage you cause by 1 point, and you may reduce any damage you suffer in battle by 1 point. (Make a note of this on your Adventure Sheet.)

"Right," says Dav, readying himself for adventure. "There's a Goblin I know called Hazi who lives on the far side of the market. He used to work at the Citadel on Nimbus. He might know something. And we could always go and talk to Methedus, the Stormborn who works over at the mill. He might know a thing or two about the elemental energy that got released.

"There are rumours that the explosion has stirred up some nasty critters." Dav taps a small dagger at his belt.



"Good job you got ol' Dav with you. But maybe you want to tool up first, or make some coin?"

If you want to head for Hazi's place on the far side of the market, turn to **351**. If you want to head to the mill, turn to **261**. If you want to check out the market stalls, turn to **258**. If you want to engage in a game of chance in the hope of increasing your gold, turn to **304**.



**58**

You try to deflect the fireball with the blade of your Short Sword. The fireball bounces off your sword on to your boot and sets fire to your foot. (Lose 2 *STAMINA* points.) By the time you've put out the flames, the strange eyeball has flown away up the chimney.

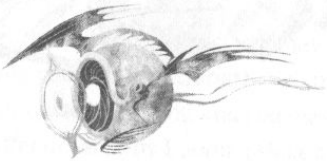
You can't shake the feeling that you're being watched. But there's no time to dwell on such things right now. There's nothing more to do here, so you leave the Watchhouse. Turn to **335**.

**59**

You ask the Elder Technomancer what he's trying to do with the broken storm crystals.

"A ritual of repair, of course! Unfortunately, it's been hard finding the right elements in this place. Hardly ideal conditions."

If you want to ask him why the Nimbus crashed, and you haven't already, turn to **82**. If you want to ask about the ward on the Great Hall door, and you haven't already, turn to **338**. If you want to ask what has befallen him, and you haven't already, turn to **11**. If you are done asking him questions, turn to **170**.



**60**

"Your guess is as good as ours," says the fisherman who gave you the pincer. "We lost a few good boats when the Nimbus came down. One of the bathyspheres too. We tried to reach them, but the waters became too choppy, and a huge storm came in, pushing us away from the island. We had to bring all the boats up as fast as possible."

You're curious to know what happened to the Nimbus after it landed in the water.



"It was still afloat when I brought my boat up," chimes in another fisherman. "But things down there were getting very dangerous. All this fog came in, and gale force winds. Never seen it that bad."

You decide to ask the fishermen how you can get down to the Nimbus, turn to **331**.



**61**

You quickly reverse the *Barnacle* back along the tunnel. Suddenly there's a *crunching* sound at the back of the bathysphere. (Deduct 2 *STAMINA* points from the *Barnacle*'s *STAMINA* score.)

You turn the *Barnacle* around and come face-to-face with an enormous Wraithfish. It is an abyssal horror, with a mouth full of needle-sharp teeth and an appendage, like a fishing rod, coming from atop its head, which emits a blinding light.

And it's not happy about being reversed into by a ball of metal and is now out for blood.

*ENRAGED WRAITHFISH* *SKILL 10* *STAMINA 12*

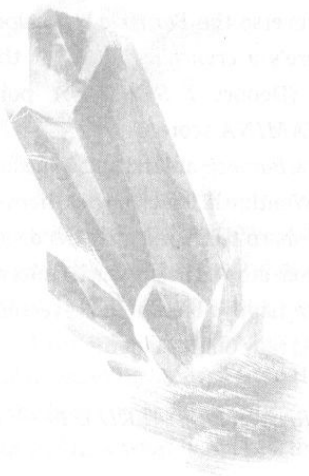
If you win, turn to **179**.

62

You give Matix the Strange Metal Object that fell off the flying contraption that was spying on you in the Cirrus Watchhouse.

"Ah, a Doobry!" she says, looking pleased. "I think this should work in place of a Wotsit. But I'll still need a Thingie. And, of course, if you do find a Wotsit on your travels, I'll give you something handy in return."

To charge your hovers and fly to Asperitas, the isle of technomancy, turn to **384**. If you do not have any Gold Pieces, you can continue no further and your adventure is over.





63

They've served you well, but now it's time to put your hovers to greater use. You pass them to Vizigg and ask if the storm crystal in them will suffice.

The Technomancer takes the crystal out of the hovers. "Yes! Yes! I think this will work!"

You watch him reassemble the items, adjusting their positions and angles carefully.

"Right!" he says. "Let's get this island moving! Better hold on to something. I'm not entirely sure what's going to happen!"

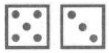
He steps into the middle of the circle, holds up his leathery Goblin hands and begins to chant. The objects rise into the air and begin to spin around Vizigg. Eventually the broken storm crystals rise too, and the circle of spinning objects opens out, enveloping them.

"It's working!" Vizigg shouts, before returning to his chanting.

You watch with amazement as the broken storm crystals become whole again, and in each one a speck of green light begins to grow until there is a miniature tempest enclosed within.

Now the storm crystals are restored, the Nimbus begins to shake. It's starting to move upwards. Some rubble dislodges and falls towards Vizigg.

*Test Your Skill.* If you are Successful, turn to **28**. If you are Unsuccessful, turn to **286**.



**64**

The mill is quiet when you reach it. Perhaps the workers were sent home after the explosion. You look up at the windmill. There's no breeze, so the sails are still. There's a loud *whooshing* sound and what looks like a mini cyclone emerges from the structure. Before you know it, you're flung on to the ground (lose 2 *STAMINA* points) and find yourself being pulled across the ground towards the swirling mass. Turn to **104**.

**65**

You wonder briefly why the chest has been left unlocked, but when you lift the lid, you find out. The chest bites down on your hand (lose 2 *STAMINA* points and 1 *SKILL* point) and starts to bark and growl at you. It snaps its lid aggressively. You notice that the chest belongs to Private Seacrest and remember what a trickster he was. You quietly curse him under your breath.

If you have a Calming Potion and want to use it now, cross it off your Equipment List and turn to **238**. If not, you are going to have to fight the Chest Creature.

*CHEST CREATURE* *SKILL 5* *STAMINA 6*

If you win turn to **238**.

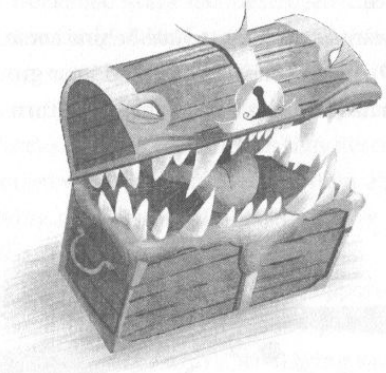


**66**

At your killing blow, the beast goes belly-up. Do you want to:

Cut open the creature's stomach and see if it's eaten anything interesting? Turn to **219**.

Leave the corpse and head into the library? Turn to **18**.



**67**

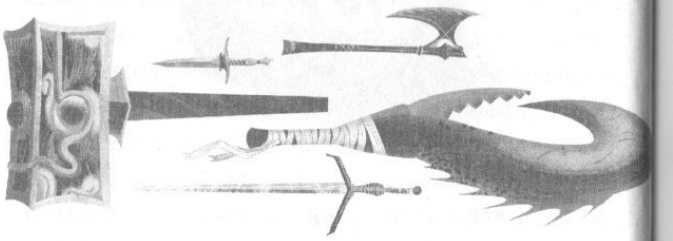
You turn your body and take a run at the door. THUNK! It bows but doesn't completely break (lose 2 *STAMINA* points). You try a solid kick and the door bursts open. You head inside to find the source of the snoring. Turn to **306**.

## 68

You enter the correct combination and the door swings open.

You're in Vizigg's home. It's a rather cluttered, but cosy, with a little fireplace and a rocking chair, but the Elder Technomancer doesn't seem to be here. You hear a noise and something winged drops down the chimney into the cold fireplace.

Do you want to attempt to hide behind some furniture (turn to **319**), or do you want to stand your ground, even though you have no idea what it might be (turn to **343**)?



## 69

With an almighty crash, the Goblin War Golem finally topples. Metal body parts *clang* to the ground, the sound of the construct's destruction echoing around the Great Hall. Boreas emerges from the chest cavity, severely weakened and defeated.

"What? Come back, you bag of wind!" Krazic screams from his seat inside the Golem's head, a prisoner once again. "What are you doing? Get back in here at once!"

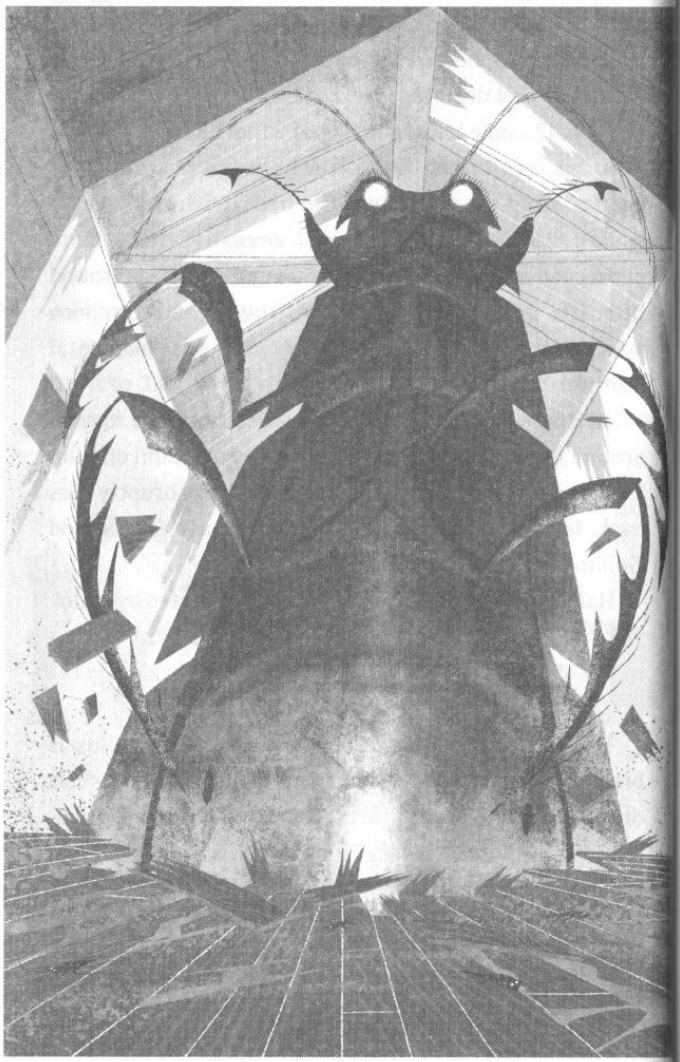
But Boreas isn't listening anymore; he's more concerned with the winds that are springing up around him. His weakened state has destroyed the Stormborn ward surrounding Nimbus and now his elemental brethren are coming for him.

As the winds pick up, a dozen Stormborn appear around Boreas. He looks terrified as they descend on him. The storm grows to a crescendo and then abruptly dies back, leaving the Great Hall in silence, save for the odd Goblin cuss. The Stormborn have gone.

Halleck hobbles into the Great Hall, supported by Malia.

"Well done, Officer!" he says proudly. "You're a credit to the Sky Watch! Don't worry, we'll bring Krazic and his traitorous cronies to justice back in Pangaria."

You look out of the window to see that Nimbus is breaking the ocean's surface and taking to the skies once more. The water starts to drain from the Citadel, pouring back into the sea in beautiful salty waterfalls. And as it does so, the remaining survivors of the crash climb, hobble and crawl out of their hiding places, amazed at how you have saved them from a terrible fate. Turn to **400**.



*There's an explosion of earth and rotting wood*



**70**

You move carefully over the rooftops, looking for any sign of the creature. The *chittering* noise gets louder. Suddenly, a section of roof gives way under your feet and you drop down sharply, landing hard on the floor below. (Lose 3 *STAMINA* points.)

The hut you've dropped into is long abandoned, the floor half rotted away, and what remains is covered in dirt and viscous slime. Several Giant Cockroaches approach you, *hissing*; antennae waving angrily. There are far too many to take on at once.

There's a loud *screeching* sound and the Giant Cockroaches pull back. Something's coming that even they are frightened of. The ground starts to vibrate. There's an explosion of earth and rotting wood as a huge cockroach erupts from under the floor. At least you only have one target now.

*COCKROACH QUEEN* *SKILL 7* *STAMINA 7*

If you win, turn to **35**.

**71**

It's a glancing blow. The contraption emits a high-pitched noise, before flying away up the chimney.

You're unharmed but can't shake the feeling that you're being watched. But there's no time to dwell on such things



right now, you need to get moving.

(Write the codeword **Eye-Spy** on your Adventure Sheet.)

Choosing something you've not already tried. Will you:

| | |
|---|---|
| Search your chest? | Turn to **217**. |
| See what Silas found earlier? | Turn to **134**. |
| Leave the Watchhouse? | Turn to **335**. |

**72**

The door looks quite flimsy. You square up to it.

*Test Your Stamina*, subtracting 2 from the dice roll if you have an axe or club-like weapon with you. If you pass the test, turn to **229**. If you fail the test, turn to **381**.



**73**

You reach the other side. You're soaking wet and your clothes feel heavy. You start to shiver (lose 1 *STAMINA* point). You notice some old papers and a broken chair nearby.

If you have some waterproof firesticks or a flask of fire oil, you can start a fire by turning to **124**. If you do not have either of these items, then turn to **288** to continue onwards.



**74**

You make your way towards the east dock in the hope of tracking down Matix at the bathysphere shed. It takes you an hour or so but when you eventually find it, your face falls. One of the large dockyard cranes has fallen on to the shed. You tell one of the dock workers that you need to commandeer a bathysphere to get down to the Nimbus.

"Well, *Anemone* and *Coral* are pinned under that crane," explains the worker. "It's going to take us a while to move it, and even then, both bathyspheres will need repairs before they're operational again."

You ask what's happened to the other two bathyspheres.

"We lost contact with *Barracuda* shortly after the Nimbus fell, and Matix has been working on *Barnacle* over at her home workshop for a few weeks now. If you need a bathysphere, I'd say that's your best bet. Although convincing Matix to let you have it will be a task and a half."

You thank the stevedore for his help and head towards Matix's house.

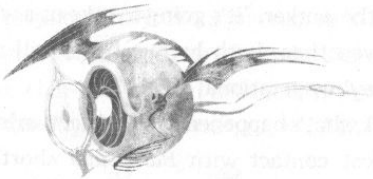
As you make your way to the north of the island, you see a port for a Goblin flyer which can take you to Asperitas.

If you want to head for the flyer, turn to **323**. If you want to continue to Matix's home, turn to **161**.

**75**

As you get nearer to the waterfall, you spy tracks in the mud. You crouch down. They look like paw prints, and fresh ones at that. You look up beyond the waterfall and see a Goblin flyer moored at the top of the cliffs. You could use it to travel to more of the islands. But is your work on Altos done?

If you decide to investigate the paw prints, turn to **299**. If you decide to investigate the Goblin flyer, turn to **361**.



**76**

You attempt to track the flying eye from below, on the streets of Asperitas. Unfortunately, it spots you and zooms off. You run after it. *Test Your Stamina.* It you are Successful, turn to **13**. If you are Unsuccessful, turn to **87**.

**77**

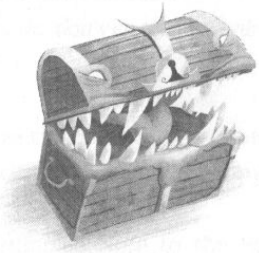
You ask them what they remember about what happened.

"Not much," says the first Officer, who tells you his name is Ferris. "We were all gathered in the Great Hall at Elder Vizigg's request, and then there was this loud *stomping* sound, followed by lots of screaming. I



remember something big – really big. Maybe some kind of giant. I think I blacked out. When I came to, there was this enormous explosion and we started falling. Then I . . . er . . . blacked out again."

If you want to ask Ferris what's wrong with the injured Officer (if you haven't already), turn to **356**. If you want to ask if there are any other survivors, turn to **197**. If you have asked him everything you want to, turn to **330**.

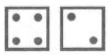


**78**

First one scaly head emerges from the widening pool, then a second. You realize that Boreas has summoned a fearsome Hydra to fight you, and from the surprised then delighted look on the Stormborn's face, you suspect even he wasn't sure what he was summoning.

*HYDRA* *SKILL 9* *STAMINA 13*

If you win, turn to **392**.



**79**

Holding your nose, you continue into the sewers, following the creature's tracks. Turning a corner, you see the giant insect just about to climb up a small pipe with your Coin Bag in its mandibles. Quickly you whip out your Short Sword and hurl it at the retreating bug.

*Test Your Skill.* If you are Successful, turn to **383**. If you are Unsuccessful, turn to **275**.



**80**

Grax gestures to a nearby contraption. "Just put 1 Gold Piece in the slot and place your hovers' storm crystal in the chamber."

When you do so (deduct 1 Gold Piece), there is a loud *whirring* noise and the little storm crystal begins to glow brightly. The tiny tempest inside whirls away happily.

You're now ready to take off and visit Altos or Cumulus.

To fly to Altos, the water island, turn to **164**. To fly to Cumulus, the island of trade, turn to **146**.



**81**

You lower your sword and tell him that he'd better not cross your path again, or you won't be so merciful.

"Thank you, thank you," he whimpers. "I'll find a way to help you, I promise." He passes you a crumpled note. "See, see! I was telling the truth!" With that, he dashes out of the door.

At the codeword **Galen** to your Adventure Sheet.

You unfold the note. It reads:

*Whatever you do, don't go to the Nimbus this morning.*
*Your friend,*
*Paxlo*

You recognize the name as being that of a Goblin who works on Asperitas, the island of technomancy. You also find an Apple.

(Add the Crumpled Note to the Equipment Box on your Adventure Sheet and the Apple to your Provisions, making a note that it will restore up to 2 *STAMINA* points when eaten.)

You leave the Watchhouse.

If you have not already visited the Great Waterfall, and want to do so now, turn to **328**. If you would prefer to find the nearest flyer so you can get off this island, turn to **361**.

## 82

When you ask Vizigg what happened to the Nimbus, he looks downcast.

"I called the Sky Watch to the Nimbus in order to expose Krazic's plan, but his weapon was more powerful than I had imagined. He turned it on us all. I had no choice but to overload all the storm crystals in the vicinity. It took down Krazic's creation, yes, but the Nimbus with it."

To ask what befell the Technomancer, if you haven't already, turn to **11**. If you want to ask what Vizigg is doing with the broken storm crystals, and haven't already, turn to **59**. If you want to ask about the ward on the Great Hall, and you haven't already, turn to **338**. If you are done asking him questions, turn to **170**.

## 83

The door looks too solid to break. Next to the door there is a sequence of carved numbers: 1, 4, 9, 18, 35, - ?

Below are the numbers 0–9 on carved blocks, which you notice have little springs under them. You're guessing that you have to enter the next number in the sequence. Once you have worked out what it should be, turn to that section number.

If you cannot solve the puzzle, then you have no choice but to leave the bell tower and head north-east, back into the maze of workshops and laboratories, turn to **111**.



## 84

The last of the storm crystal's energy is draining away when Cirrus comes into view. You're relieved to see this green and pleasant isle, which produces much of the magically enhanced fruit, vegetables and grains that feed Pangaria. Inexperienced at guiding the hovers, you make a swift but shaky descent. The lush, verdant turf of Cirrus rushes up to meet you.

*Test Your Luck.* If you are Lucky, turn to **36**. If you are Unlucky, turn to **151**.

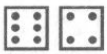


## 85

You direct the *Barnacle* towards the caves. Fish, coral and other aquatic life forms of every colour imaginable drift around you, busy with their own affairs and seemingly unperturbed by you and your squat little craft. Soon you come to the entrance to the caves.

The cave entrance is wide, and you easily manoeuvre the bathysphere inside. Even in this darker world, there are bright spots of luminescent plant life and eyes watch you from every nook and crevice. You reach a fork in the caves.

If you want to take the left fork, turn to **231**. To take the right fork, turn to **101**.



**86**

You take your sharpest blade and finish Caleb before whatever is inside him can do the job for you. You drive your weapon into the mass of tentacles beneath his skin and they cease their movement. You're very glad that you never had to see what they belonged to.

Leaving the poor Caleb lying on the floor of the shed, you hurriedly leave, feeling that it is urgent you finish your quest before any more islanders suffer such a horrible fate.

If you have the codeword **Renard** written on your Adventure Sheet, turn to **56**.

If not, where do you want to go now? To head north towards Matix's home, turn to **161**. To head to the east dock and the bathysphere workshop, turn to **74**.

**87**

You just about manage to keep up with the flying eye, but it takes a lot out of you. (Lose 1 *STAMINA* point.) Turn to **38**.

**88**

The usual bustling sounds of the market are more muted today. You don't see as many stalls open, and the crowds are decidedly sparser than usual. The explosion on Nimbus has driven many indoors, but the stallholders are hardier and won't run and hide if there's even one person to make money from.

You need to get some tips on what's been happening around here from the local stallholders, but they won't give up the gossip unless you buy something from them. You browse a nearby stall.



You can buy some bread for 1 Gold Piece (which will restore 2 *STAMINA* points) or an apple pie for 2 Gold Pieces (which will restore 3 *STAMINA* points) or a Healing Potion for 2 Gold Pieces (which will restore 4 *STAMINA* points).

Choose what you want to buy and turn to **227**.



**89**

You pull down *Winged Menaces: Death from Above*. A beam of light projects from the book on to the ceiling and a magical portal opens. You hear a loud buzzing sound and a Giant Wasp emerges from the portal. The overgrown insect heads straight for you, its stinger at the ready.

| *GIANT WASP* | *SKILL 6* | *STAMINA 6* |
|---|---|---|

The first time an attack from the Giant Wasp succeeds, it will do the usual amount of damage, but it will also leave its barbed sting impaled in you. This causes a further 2 *STAMINA* points and 1 *SKILL* point of damage.

If you win, turn to **263**.





*The peace is interrupted by the sound of screams and clashing m*

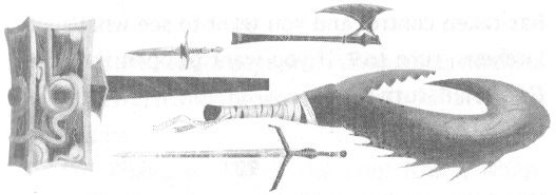


**90**

The peace is interrupted by the sound of screams and clashing metal. You follow the noise towards one of the docks. You reach it to find a couple of fishermen in a frantic battle with an enormous crustacean. You fear the energies released from the explosion on Nimbus are responsible. The fishermen aren't faring at all well, and you see them get swept aside by the creature's massive claws before it starts smashing through some nearby boats. It's up to you to stop it now.

*GIANT CRAB* *SKILL 8* *STAMINA 9*

If you win, turn to **199**.



**91**

You and Silas grab a bed each and sleep for a fitful hour or so. In your dreams you are flying through the Pangarian skies, trying to catch your falling Sky Watch friends. They cry out to you as they tumble through the air. You save one, but more fall away from your grasp.



You grab for a flailing arm, only to realize that it's your own face that you're staring into. You try to hold on, gripping tighter, but it's no good. You watch as your screaming face falls away from you, limbs flailing uselessly, dropping away into nothingness.

It might not be peaceful, but at least it's sleep (add 2 *STAMINA* points to your Adventure Sheet).

You awake to find Silas tugging at your arm. Turn to **395**.



### 92

You arrive back in the Nimbiferous Chamber.

If you want to venture down the half-flooded hallway, and you haven't done so before, turn to **127**. If you stomach has taken control and you want to see what's left in the kitchens, turn to **9**. If you want to open the door to the Great Hall, turn to **369**.

### 93

You follow the beautiful voices as they sing their haunting melody out into the storm. Then suddenly, through the wind and the rain, you see them. Beautiful female figures sitting on the rocks ahead – human to the waist, with long colourful fish tails that shine with an iridescent light. The figures are brushing their hair and giving voice to the most beautiful melody you've ever heard. It

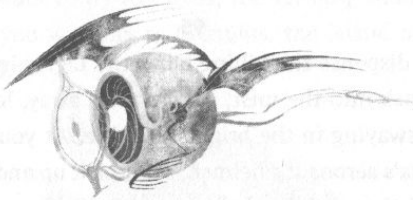


seems to go right through you, making your skin tingle. Do you want to:

Draw closer to these beautiful figures? Turn to **157**.

Turn the bathysphere around and head for the stranded boat, if you haven't already? Turn to **215**.

Dive below the sea? Turn to **203**.



### 94

You show Caleb the Ledger page with *Commander Mathias Talliman* written on it and the words *Where is he?* scrawled next to the name.

"Talliman! That's it. That's the one! Hmm, where is he? Someone seems interested in his whereabouts. Wonder why? The last I heard he was recuperating with the Renard family over near the north docks. Not seen them for a while though, so no idea how he's doing."

(Add the codeword **Renard** to your Adventure Sheet.)

Caleb starts coughing even harder, like he's struggling for breath again. He rubs his chest as if it's



causing him pain.

If you want to ask more about the *Doombringer*, and you haven't already, turn to **33**. If you want to leave Caleb in peace and continue your journey, turn to **295**.



**95**

As you dispense the killing blow, the Lightning Serpent sinks back into the mist, which melts away, leaving the bridge swaying in the bright sunshine. At your feet you see Daxa's aeronaut's helmet. You pick it up and put it on, grateful that Goblins have surprisingly large heads for their size. You feel better protected and you notice that there's a crystal visor built into the helmet. You flip the visor down and your vision becomes much sharper. You realize it must be magically enhanced.

Wearing the aeronaut's helmet will permanently add 1 point to your *SKILL* score, even if this takes it beyond its *Initial* level. Also, if you suffer a hit from a weapon in battle, roll one die and on a roll of 5 or 6, you may reduce the damage done by 1 *STAMINA* point. (Add the aeronaut's helmet to your Adventure Sheet.)

With the bridge now open, you can continue to Cirrus. Turn to **232**.



**96**

You put 1 Gold Piece in the slot of the little machine and place your hovers' storm crystal inside the charging chamber.

There is a loud whirring noise and the little storm crystal begins to glow brightly. The tiny tempest inside starts to whirl again.

You are now ready to take off and visit Cirrus or Cumulus.

If you want to fly to Cirrus, the farming island, turn to **220**. If you want fly to Cumulus, the island of trade, turn to **140**.



**97**

You drop to the ground and accidentally put your hand on a broken piece of glass (lose 2 *STAMINA* points). You stifle your pain and pull yourself behind cover. Turn to **162**.



## 98

You tell Vizigg that you believe a Stormborn is involved. Vizigg nods. "That is correct, Officer. Talliman and Krazic enlisted the aid of Boreas the Stormborn, who provided them with crystals for their abomination, and secretly took Talliman back to his homeland. In return the human vowed he would spread news of what would be on offer to whichever warmonger offered the highest price to be split between all three."

To ask what has befallen him, if you haven't already, turn to **11**. If you want to ask him why the Nimbus crashed, and haven't already, turn to **82**. If you want to ask about the ward on the Great Hall, and you haven't already, turn to **338**. If you want to ask what Vizigg is doing with the broken storm crystals, and haven't already, turn to **59**. If you are done asking him questions, turn to **170**.



## 99

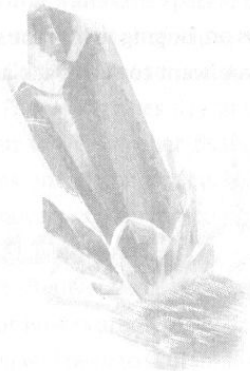
You pass him the Healing Potion. It looks tiny in his hands as he swallows it whole, including the bottle.

(Increase Tideus's *STAMINA* score by 4 points if you have given him a Healing Potion, or by 5 points if you have given him a Greater Healing Potion, and make a note of this on your Adventure Sheet.)



"Much betta! Got anyfin else, hooman?"

If you want to give Tideus a Potion of Might (and haven't already) turn to **114**. If you want to give Tideus a Potion of Power (and haven't already) then turn to **324**. If you've given him everything you can, turn to **129**.



## 100

You, Tideus and the Goblin War Golem are flagging. The fight is almost over for one of you. Continue the battle until either the Sea Giant or the War Golem is beaten.

If you and Tideus win the battle, turn to **69**. If the War Golem wins the battle, turn to **334**.



## 101

You glide the bathysphere down the gloomy tunnel to the right. The *Barnacle* floats through narrow tunnels and small caves with ease, aside from a few small scratches to its hull, but there seems little of interest in the murky depths.

You're just about to give up and go back when the tunnel becomes lighter. You can't see what's producing the illumination.

If you want to press on, hoping to find the source of the light, turn to **190**. If you want to turn back and leave the caves, turn to **61**.



## 102

You knock at the door. Nothing.

You knock again, calling out, "Sky Watch! Open up!"

There's the sound of *muttering* inside and you hear a door slam. Whoever was lurking inside must have left via the back door. You try the front door, but discover it's locked.

If you want to go round to the back door, turn to **209**. If you want to try to force the front door, turn to **72**.



## 103

You guide your hovers towards Altos. You've not had a chance to visit it before, during your brief time in the Sky Watch, and as you descend, the sentient clouds which are farmed there – known as Cloudkin – scatter like frightened sheep. Some of them shed a little water as they float speedily away from you.

You drink in the beautiful sight of Altos from above. Lakes, rivers and waterfalls sparkle in the sunshine.

But in your joy at seeing Altos, you fly too close to a Mother Cloudkin, who has several young Cloudkin drifting around her. The young ones flee to their mother in fright and fold themselves into her fluffy, cloudy depths. She angrily lashes out at you with a bolt of lightning which strikes your hovers and sends you tumbling to the ground. (Lose 3 *STAMINA* points.)

If you're still alive, you try to scrape off the worst of the mud. Your hovers aren't badly damaged, but are out of charge, so you will need to find some way of charging them up in order to fly anywhere else. For now, you're on foot.

You look for a place to start your investigation. You see a nearby Cloudkin farm. Perhaps the farmer will be able to help you with supplies and information. Turn to **30**.

## 104

The whirling mass lifts you into the air. Higher and higher. Even if you had charge left in your hovers, they wouldn't help you in the midst of this chaotic wind.

You struggle and flail against the invisible force. Then suddenly you're falling. You expect to feel the crush of the cold, hard ground, but instead you're caught in mid-air by ethereal arms.

The figure floats to the ground and places you down safely.

"I'm sorry about that," says the figure. "I had no idea anyone was out here, and the storms can be quite temperamental, especially at the moment."

You're being addressed by a Stormborn – one of the intelligent wind spirits that create and harvest crystals within the storms that rage across the Sea of Tempests. The figure, who you rightly assume to be Methedus, waves his hands through the air like he's conducting an invisible orchestra and the cyclone slows its whirling and glides towards the windmill. It spreads out over the sails and they creak into life.

"How may I help you, Officer?"

You tell Methedus that you're looking into what happened at the Nimbus.

"We Stormborn we very concerned by what happened," he says sadly. "All of us who live and work in Pangaria felt it in every fibre of our beings. That means the amount of

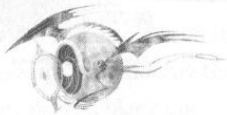


elemental energy released must have been immense. Many storm crystals must have been broken.

"Of course, we tried to reach the Nimbus, but although we can pass safely through the storms that surround it, there is a warding spell around the island preventing Stormborn from entering. Someone clearly doesn't want us interfering."

(Write the codeword **Bubble** on your Adventure Sheet.)

If you have the storm crystal shard from Cirrus, turn to **5**. If you do not have the storm crystal shard from Cirrus, turn **205**.



## 105

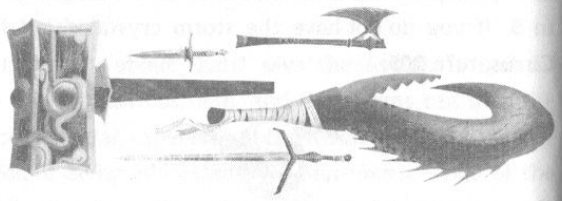
You glide down on to the green and pleasant isle of Cirrus, which produces much of the magically enhanced fruit, vegetables and grains that feed Pangaria. You have little experience of this isle, but you're nervous about what the magical energy released by Nimbus may have done to the vegetation. You look around and spot a plume of blue-green smoke in the distance. You also realize that the local Watchhouse is not too far away. That might be worth visiting for supplies.

To investigate the plume of blue-green smoke, turn to **137**. To investigate the local Watchhouse, turn to **49**.

### 106

The Octopus abruptly releases its hold on the wretch and drops to the ground, leaving the fisherman gasping for breath.

If you want to try to speak to the man, turn to **266**. If you prefer to finish him, while you have the advantage, continue the fight and if you win, turn to **213**.



### 107

You pass him a Healing Potion (remove it from your Adventure Sheet.) He gulps it down.

"Ah, that's the good stuff! Thank you, friend."

He apologizes for not having anything for you in return, and you remember than sometimes a kind deed well received is reward enough. (Gain 2 *LUCK* points.)

If you want to ask them what happened to the Nimbus, turn to **77**. If you want to ask if there are any other survivors, turn to **197**. If you feel as if you have asked them enough questions, turn to **330**.



### 108

You dispense the last destructive blow. The five digits of the hand shudder and go still. To your surprise, a dead Goblin falls out of it. You notice the creature is wearing a belt with an ornate brass buckle with a letter *P* engraved on it.

There's an anguished cry. Another Goblin rushes up and kneels beside the body. He has tears in his eyes and is wearing the same kind of belt with a matching *P*. He shakes the dead Goblin's body.

"Why did you do it? Why wouldn't you listen to me? I told you it was too dangerous!"

You give the Goblin space to grieve for a moment, and then ask to speak to him. He suddenly throws a handful of powder in your face and you black out.

Lose 2 *STAMINA* points and, if you are still alive, turn to **198**.

### 109

The rabid Corn Rats lay slain at your feet. You notice two ears of ripe corn have fallen to the ground during the battle. (Add 2 ears of corn to the Provisions Box on your Adventure Sheet; each one will restore 3 *STAMINA* points when eaten.)

To continue to the Watchhouse, turn to **243**.



*"Only one of us is getting out of this Watchhouse alive"*



110

You stand up to see a fellow Sky Watch Officer, looking confused and holding a burning log from the fire.

"Who are you?" the man asks. "And how did you get out of the Cita—"

He stops himself. You feel the anger rising within you. Did this Sky Watch Officer know what was going to happen at the Citadel? Before he can react, you pin him against the wall with your sword at his neck, and demand he tells you what he knows.

"Nothing, I swear! I just got a message saying not to go to the meeting at the Nimbus this morning. It didn't say why. When I saw what happened, I decided to hide out here."

You ask him who the message was from. He's hesitant to answer, and although you hate to threaten a fellow member of the Sky Watch, this is no time for secrets. You push the cutting edge of your sword against his throat.

"Easy, easy, you wouldn't kill a fellow Sky Watch Officer, would you?

You relax your grip and lower your sword. The man seizes the opportunity and shoves you back hard. By the time you regain your balance, he has grabbed a sword of his own.

"Only one of us is getting out of this Watchhouse alive. And I'm telling you now, pal, it's gonna be me."

*SKY WATCH OFFICER* *SKILL 7* *STAMINA 7*



If you manage to reduce your opponent's *STAMINA* score to 3 points or fewer, turn to **374** at once.



**111**

You decide to head toward the maze of workshops and laboratories, even though you're not sure where to start. As you walk through the bustling alleyways, you listen to the gossip to see if you can find a lead. Sure enough, you hear talk about a strange piece of metal which fell on one of the old workshops to the east.

If you want to head off to investigate for yourself, turn to **325**. If you want to head towards where the residents of Asperitas live, if you haven't done so already, turn to **293**.

If you are ready to leave the island and return to Incus, turn to **379**.

**112**

You move your bathysphere closer to the bubble and see that Methedus is inside it.

"Ah, you're still alive!" he grins. You realize that Matix's amplification device is allowing you to hear him perfectly, even inside the bathysphere.



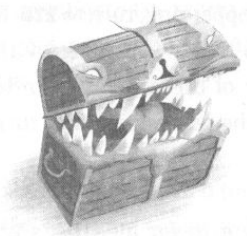
"I hoped you would be. I came to give you this. I thought it might come in handy."

Methedus waves his hands and creates a small bubble in which floats a Potion of Power. He pushes the little bubble through the walls of his own and floats it across to the *Barnacle*, where you can capture it.

(Add the Potion of Power to your Adventure Sheet. This will increase your Attack Strength by 2 points for the duration of one fight only and restore 3 *STAMINA* points.)

"The Stormborn ward is still active around Nimbus. And until it is lifted, none of us can help the island. It's up to you now, Officer."

With that, Methedus and his bubble float back to the surface. Turn to **3**.



**113**

You easily manage to summon the strength to pull the last of the debris from Captain Halleck's legs. They are so badly damaged he can hardly walk, so you find him a more comfortable place to rest. Turn to **148**.



**114**

You throw Tideus the Potion of Might. He gulps it down.

(Increase both Tideus's *SKILL* score and his *STAMINA* score by 2 points, and make a note of these alterations on your Adventure Sheet.)

"Ah yes! Tideus is indeed mighty! Yous gots more?"

If you want to give Tideus a Healing Potion or a Greater Healing Potion (and you haven't already), then turn to **99**. If you want to give Tideus a Potion of Power (and you haven't already), then turn to **324**. If you've given him everything you can, turn to **129**.

**115**

You give Vizigg the silver goblet. "That will do nicely," he says, taking it from you.

If you have a copper ring, turn to **228**. If you have a black candle, turn to **6** If you want to leave the Under-Library and go in search of these items, turn to **26**. If you have given Vizigg all the requested items, turn to **206**.

**116**

"Because Pox's got in for me, that's why! Him and his brother, Paxlo!" says Yurik angrily. "Ever since I said I didn't want to join his damn workshop crew and their so-called secret project over at Nimbus. If things sound too good to be true, they usually are!"

If you want to ask about the workshop and the secret project, turn to **133**. To lie and tell Yurik that you know he was behind it, turn to **372**. If you want to leave, you can head west towards where the residents of Asperitas live, turn to **293**. Or if you want to head north, further into the maze of workshops and laboratories, turn to **111**.



**117**

You head up on to the rooftops. You get a good view over the marketplace, but there's no sign of the creature. The way ahead looks a little unstable, but you pick up the sound of *chittering* at the edge on your hearing.

Do you want to venture further onwards, return to the street and try the storm drain, or continue onwards without your gold?

To continue over the rooftops, turn to **70**. To return to the street and investigate the storm drain, turn to **171**. To abandon your gold and continue to the far side of the market, turn to **336**.

**118**

You head for the Renard house Caleb told you about. You can't remember the last time someone from the outside world was brought to Pangaria. You've always thought it was a little unfair that they weren't allowed to return to their homeland. But given that the alternative would be death, then building a new life in Pangaria is hardly the worst thing to have to endure.



You finally reach the Renard house on the edge of the island. It is quiet and there's no answer when you knock at the door. That's unusual; someone should be home at this time of day. You push the door gently and it swings open. You gingerly head inside.

As you enter the house, you call out to the Renard family. There's no answer.

The house is in a complete mess. It looks like a hurricane got trapped inside. Furniture is upended, books and toys lie strewn about, and pictures have been knocked off the walls. It's very strange.

There's a *creaking* above you and the sound of breaking wood.

*Test Your Luck.* If you are Lucky, turn to **207**. If you are Unlucky, turn to **354**.

**119**

The Wheelies crash to the floor, rock backwards and forwards for a bit, and then lie still. You wonder why whoever lives here needs Wheelies to guard them.

If you decide to head for the upper floor, turn to **350**. If you want to look around the ground floor, turn to **182**.

**120**

You press on through the storm, hoping that you will find the Nimbus in the middle of it somewhere. Suddenly you hear singing coming from somewhere outside the



bathysphere. It's beautiful. You also spy what looks like a stranded boat bobbing up and down in the waves.

If you want to follow the sound of the singing, turn to **93**. If you want to investigate the stranded boat, turn to **215**. If you want to dive below, turn to **203**.

**121**

You wait out of sight, until Methedus has gone back into the mill, and then quietly approach. You walk round the outside of the building until you find a small window. Climbing on some flour bags, you look through it and see Methedus, sitting cross-legged whilst floating in the air, and looking like he's in a trance. That's a strange way to make bread.

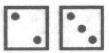
One of the bags shifts beneath you and you gasp as you fall to the ground (lose 1 *STAMINA* point).

You look up and see Methedus staring down at you from the window.

"You'd better come inside, Officer." Turn to **46**.

**122**

You pick up the paper the creature dropped. Strangely, it appears to be blank. You take it to the desk to examine it more closely. The desk is littered with scrawl-covered papers, and most of the writing is illegible. Nearby you see a couple of squeezed lemon halves and a small lamp. Do you want to:



Rub the lemon over the paper? Turn to **253**.
Light the lamp and hold the paper close to it? Turn to **218**.
Leave the tower and head north-east, back to the maze of workshops and laboratories. Turn to **111**.

**123**

Checking all the chests, you discover that one of them is unlocked.

If you want to search the unlocked chest, turn to **371**. If you want to leave the Watchhouse, turn to **335**.

**124**

You never thought you would find yourself lighting a fire in the depths of the ocean.

The fire soon dries you off and you start to feel a little more like yourself. (Regain up to 3 *STAMINA* points.) Once you are dry, you carefully put out the fire and continue with your exploration. Turn to **288**.

**125**

You pass the Thingie to Matix and she looks delighted. "That's a hell of a Thingie you've found. Well done, Officer!"

If you have a Wotsit or Doobry, and haven't already given the item to Matix, you can do so now, by turning to **375**. If you have now given Matix everything she requested,



turn to **187**. If you need to get your hovers charged up again, turn to **396**.

**126**

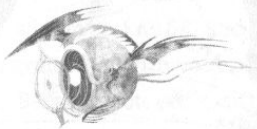
You see the bell tower, which Yurik mentioned, in the distance. But you're increasingly feeling like you need to get to a more populous part of the island, rather than keep wandering around out here on your own.

To head to the bell tower, turn to **352**. To head north-east back to the maze of workshops and laboratories, turn to **111**.

**127**

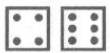
The water looks murky, but you have no choice but to venture into it. At first it just comes up to your waist, but soon you realize you're going to have to swim for it.

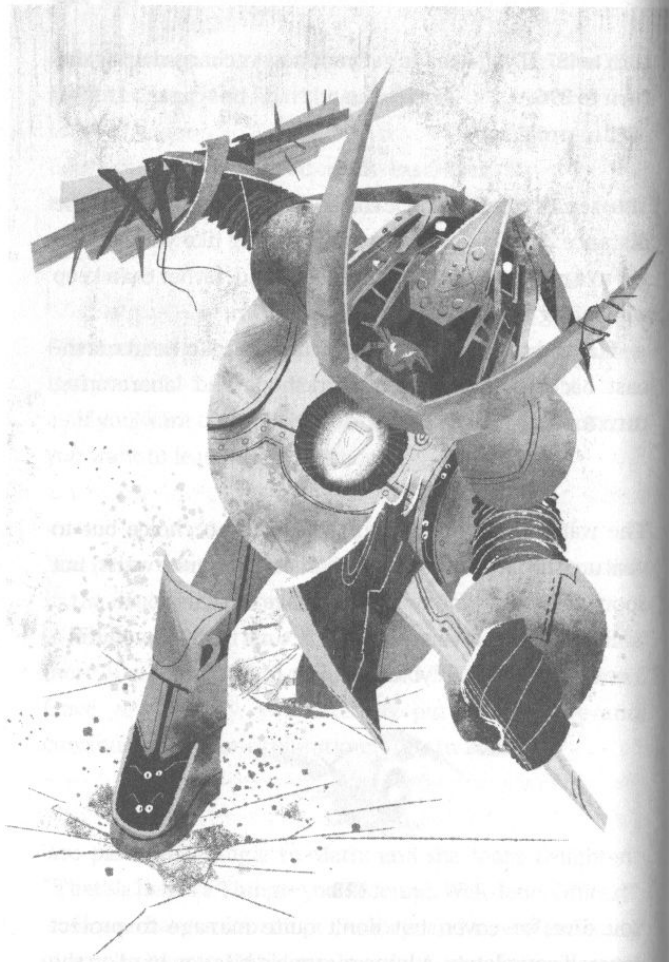
Roll one die. If you roll a 1 or 2, turn to **139**. If you roll a 3 or 4, turn to **310**. If you roll a 5 or 6, turn to **145**.



**128**

You dive for cover, but don't quite manage to protect yourself completely. A lump of rumble hits you hard on the shoulder. (Lose 2 *STAMINA* points.) Turn to **208**.





*The War Golem strides forward*



129

You've prepared Tideus for the battle ahead as well as you can.

"Now dis is a proper fight, hooman!"

And it will be, because although the Goblin War Golem is taller than Tideus, the Sea Giant is broader and built like a green granite cliff.

"Yous not missing out on dis, hooman!" Tideus bellows, picking you up and placing you on his shoulder, like some kind of human parrot. "Yous can get some hits in too!"

"Ha!" shrieks Krazic. "You think that mound of blubber is going to stop me?"

The War Golem strides forward. It is missing one hand but has replaced it with a large piece of masonry, to use as a makeshift club. In the other hand it wields a huge axe.

The fight is on!

*GOBLIN WAR GOLEM* *SKILL 11* *STAMINA 30*

Tideus will have whatever *SKILL* and *STAMINA* you have managed to grant him with your potions, or not, as the case may be. Because you are assisting him in this battle, you may add 2 points when calculating the Sea Giant's Attack Strength, and you may increase any damage he causes by 1 point. However, if Tideus is killed in his battle against the War Golem, you will die too!

If you and Tideus are the first to win two of the first

three Attack Rounds, turn to **222**. If the Goblin War Golem is the first to win two of the first three Attack Rounds, turn to **174**.



**130**

The spell leaves the chest and the lid sinks down, lifeless once more. Inside you find a flask of fire oil and a piece of paper. You unfold the paper carefully. It looks like a page torn out of a ledger from one of the fishery docks in Incus. A few names are marked on the page, but one name, *Commander Mathias Talliman*, has been circled several times. Scrawled next to it are the words *Where is he?*

You can add the Incus ledger page and the fire oil to the Equipment List on your Adventure Sheet.

(The fire oil can be used once to light a fire, or it can be used against an opponent at the start of a battle, and will automatically cause your enemy 3 *STAMINA* points of damage.)

That last fight really took it out of you, and you realize that you've been held up by a mixture of fear, adrenalin and anger until this point. Now you could do with a little old-fashioned shut-eye.

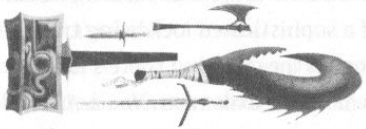
If you want to take a nap, turn to **184**. If you would rather leave the Watchhouse, turn to **335**.



**131**

You arrive at the Altos Watchhouse. You try the door but discover it's locked. You press your ear to the wood. As Nemi said, the sound of loud *snoring* can be heard coming from inside. You need to get inside somehow.

If Nemi is with you, turn to **251**. If Nemi is not with you and you want to break the door down, turn to **67**. If you have some corrosive grapes and you want to use them on the door lock, turn to **380**.



**132**

You head up to the surface to try to find the stranded boat. The storm is still raging and it's disorientating. Suddenly a beautiful melody floats out of the mist towards you. It seems to wrap your whole body in warmth and light. It's the most beautiful thing you've ever heard.

At the same time, you see a glowing light breaking through the mist. It winks on and off.

If you want to follow the sound of the singing, turn to **264**. If you want to investigate the light, turn to **305**. To dive back to the caves if you haven't finished exploring them, turn to **85**. To dive towards the large dim shape, turn to **191**.

### 133

You ask Yurik about the workshop crew on Nimbus and their secret project.

"No!" says the Goblin, resolutely folding his arms. "I'm not saying another word, and I'm guessing with all your Sky Watch friends having a little swim right now, you don't have time to hang around pestering me! All I'll say is, find Pox and Paxlo. Then you'll get some answers!"

And with that he runs inside the workshop and slams the door. There are some loud *clanking* noises that put you in mind of a sophisticated lock being triggered.

You bang on the door, but there's no answer.

You decide what to do next. You notice a device nearby that charges storm crystals. You remember that there are quite a few of them dotted around Asperitas and for 1 Gold Piece, you can use the device to charge your hovers and return to Matix on Incus, when you need to.

If you want to try and break down the door, turn to **21**. Alternatively you can head west, towards where the residents of Asperitas live (turn to **293**), or head north, deeper into the maze of workshops and laboratories (turn to **111**).

### 134

Silas gestures to one of the chests. "The lock on this one looks pretty old," he says. "I reckon I can get it open with my pitchfork."



He levers the pitchfork under the lock and lifts it sharply. The lock breaks with a *clank*. He peers inside and begins to poke through its contents with his pitchfork.

"Phew! Someone in here does not like to wash their socks! Hmm, these could be useful."

He passes you a Potion of Might and 1 Gold Piece. (Potion of Might will add 2 points to your Attack Strength for the duration of one battle. Record these in the Equipment and Gold boxes on your Adventure Sheet.)

What's left for you to do?

If you want to check your chest, if you haven't already done so, turn to **217**. If you want to search the unlocked chest, if you haven't already done so, turn to **65**. If you want to leave the Watchhouse, turn to **335**.

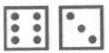
### 135

You ask Yurik what he was talking about when you first met.

"Well, I mean, Nimbus falling of course! It's all anyone's talking about."

He's right about that, but why would he think you suspected him?

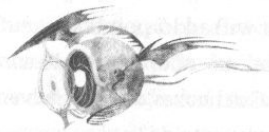
If you want to ask him why he thinks you might believe he's involved, turn to **116**. If you want to lie and accuse Yurik of being behind it, turn to **372**.



**136**

You head back to the bathysphere. Seems like you still have some exploring to do.

Do you want to go to the flooded right-hand passageway off the antechamber, if you haven't done so already (turn to **344**), or do you want to leave the Citadel (turn to **256**)?



**137**

You make your way across Cirrus towards the blue-green plume of smoke. Worried farmers approach you asking about what happened on Nimbus. All you can tell them is to keep calm, stay indoors and that the Sky Watch is looking into it. You manage to sound more convincing than you feel.

When you reach the edge of the field that is the source of the smoke plume, you realize that it's not smoke at all but a swirling blue-green mist, which is coming from a large storm crystal shard that is half-embedded in the middle of a cabbage field, close to a small shed. It looks like a much bigger version of the one in the hovers nestled on your back, although it's very cracked and clearly badly damaged. It must have landed here after the explosion on the Nimbus.



If you want to charge up your hovers' storm crystal and Silas is with you, turn to **51**.

If you want to charge up your hovers' storm crystal and Silas is not with you, turn to **211**.

If you want to investigate the shed, turn to **376**.

**138**

You aim for a soft-looking haystack. Unfortunately, you completely miss your target. Your hovers' wings fold up and you are deposited into a nearby rubbish heap, where you hit your head on a piece of broken pot. (Lose 3 *STAMINA* points.)

If Cumulus is your home isle, turn to **57**. If Cumulus is not home isle, turn to **88**.



**139**

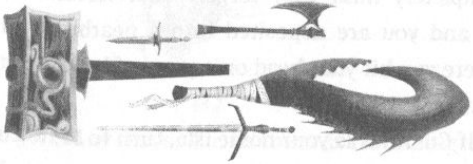
You're a strong swimmer, but when you feel something bite down on your foot, you start floundering and kick out. You feel your boot strike something, which swims away, but the damage is done. Lose 3 *STAMINA* points and then turn to **73**.



**140**

You decide to visit Cumulus, the island of trade. You check the hovers, make a running jump and take off, the waters of Altos sparkling beneath you.

(If you had Nemi with you, she will stay on Cumulus and you will lose your attack and damage bonuses. Adjust this on your Adventure Sheet.) Turn to **193**.



**141**

Dav picks up a large purple tuber from a nearby stall and hurls it after the creature. The root vegetable strikes the Cockroach's shell, causing it to stagger briefly, shedding 1 Gold Piece from the bag. (Add this back to the Gold Box on your Adventure Sheet.) Unfortunately, the tuber strike was only enough to slow the creature down briefly. It readjusts its grip on your Coin Bag and skitters off.

If you want to abandon your Coin Bag so that you can continue to the far side of the market, turn to **336**. If you are determined to get it back, turn to **307**.



**142**

You attempt to track the flying eye from below, on the streets of Asperitas. It suddenly turns towards you. You shrink back into the shadows and hope it hasn't realized you are following it.

*Test Your Luck*. If you are Lucky, turn to **178**. If you are Unlucky, turn to **245**.

**143**

You try the lever. Nothing happens. It's been disengaged. You wonder what's happened to whatever was in this room. Turn to **43**.

**144**

You ask Caleb if he can remember the survivor's name. He thinks for a minute and rubs his neck. You notice there are still nasty red sucker marks where the Octopus gripped him.

"Hmm, military, I think. High up. Sergeant, I think. No, no, Commander. That's it. Commander Tal... Tell... something."

If you have the ledger page from the Cirrus Watchhouse, you can show it to Caleb by turning to **94**.

If not, do you want to ask more about the *Doombringer*, if you haven't done so already (turn to **33**), or continue with your journey (turn to **295**)?

**145**

You swim strongly through the water. It's almost nice to be engaged in an activity that isn't walking, fighting or being stuck in a metal sphere. You even manage to dive down and pick up a fallen Potion of Might, nestled on a ledge. (Add this to your Adventure Sheet; the Potion of Might will add 2 points to your Attack Strength for the duration of one battle.) Turn to **73**.



**146**

You decide to visit Cumulus, the island of trade. You check the hovers, make a running jump, and take off, leaving the green fields of Cirrus behind you.

(If you have Silas with you, he will stay on Cirrus and you will lose your attack and damage bonuses. Adjust this on your Adventure Sheet.)

Turn to **193**.

**147**

You can't take any chances and you prepare to fight the corrupted Canidor.

*FLAPPS* *SKILL 7* *STAMINA 8*

If you win, turn to **368**.



**148**

After you settle Halleck, you search the kitchen for supplies and find a large cleaver and some pumpkin pie. (Add these to your Adventure Sheet; the pie will restore up to 3 *STAMINA* points when eaten.)

You look up at the hole in the ceiling. You can see various tables and pieces of equipment through it. The room appears to be a workshop. You ask Halleck what was kept in the room above.

"That was Engineer Krazic's private workshop. Most of Pangaria's prototype technomancy was made there."

If you want to climb up to the room above, turn to **212**. If you want to go back to the bathysphere, turn to **152**. If you want to leave via the main door, turn to **378**.

**149**

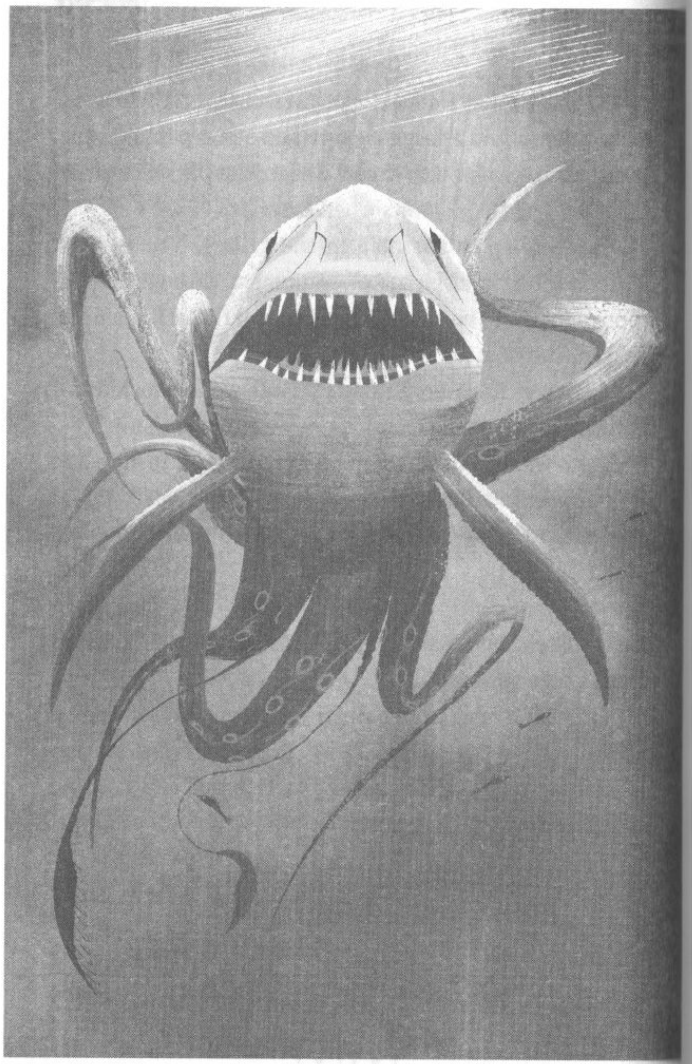
You leave the house and ponder where your investigations should take you next.

You hear a *howl* from a nearby coppice of trees and an ape-like Howl Cat swings down from the branches and lollops towards you, razor-sharp teeth bared and slashing claws ready to tear you apart.

*HOWL CAT* *SKILL 8* *STAMINA 9*

Each time the Howl Cat suffers a hit, it will utter a ferocious battle cry that will deduct 1 point from your





*The Great White Squark wants you as its next meal*



Attack Strength for the duration of the next Attack Round. However, this also reduces the Howl Cat's *STAMINA* by 1 additional point. If you win, turn to **302**.



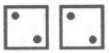
**150**

You direct the *Barnacle* downwards and the waters close over the top of the submersible. Initially your vision is obscured by the churn of the waves, but soon the waters clear and you see the azure ocean stretching out before you.

Unfortunately, this gives you an unusually clear view of the monster heading straight towards you. With the head and upper body of a terrifying shark, and the tentacle-covered lower body of a giant squid, this is the Great White Squark and it wants you as its next meal. Taking a firm hold of the Barnacle's controls, you prepare to battle the sea monster, using the craft's mechanical claws.

*GREAT WHITE SQUARK* *SKILL 9* *STAMINA 10*

If you win, turn to **385**.



**151**

As the storm crystal's energy drains from the hovers, you lose control of the wings and crash to the ground, winded, bruised, but alive.

(Roll one die and deduct this many points from your *STAMINA* score.)

When your breath returns, you look out to where Nimbus once was. Now there's nothing but empty space, which crackles with a strange energy. You see a bird fly through it. Tiny forks of lightning target the creature and it explodes in a ball of feather and flames. Whatever took down Nimbus has left danger and death in its wake.

Turn to **321**.

**152**

You make sure Halleck is comfortable and tell him you're going to continue searching Nimbus. You take the side door out of the kitchen to return to the bathysphere. Once you are inside the vessel again, you return to the antechamber. Turn to **347**.

**153**

Success! You manage to pull the paper out. It looks like it's fallen out of a diary. The handwriting is smudged and spidery, but you can just make out the following lines.

*Pangaria guards its secrets like a dragon squatting on gold! And like such a hoard, their secrets will command a great price on Khul. Krazic and Boreas see the potential here. The Goblin is building something which can be brought to Anghelm in secret. Once Boreas frees me from this place, I will return and tell my commanders of the devastating potential within our grasp. Then we will find the highest bidder!*



You recognize Krazic as being the Chief Engineer responsible for maintaining the technomancy which underpins all of Pangaria. Sounds like he has been developing something in secret, but what? And did this cause the fall of the Nimbus?

At first you felt you had some answers, but now you're feeling as if all you've got are more questions.

(Add the codeword **Boreas** to your Adventure Sheet, if you haven't already.)

If you showed the storm crystal shard to Methedus in Cumulus, turn to **345**. If not, there's nothing else to do but press on. To leave and go towards Matix's home, turn to **161**. To leave and head to the east dock and the bathysphere workshop, turn to **74**.

**154**

You struggle against whatever is restraining you, fervently trying to reach the surface. But it pulls you, down, down, down. You should really heed the warnings about deep, dark waters.

Your adventure is over.

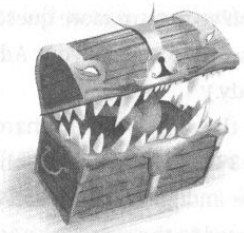


**155**

You yell in Tideus's ear to "Move!" and he manages to leap out of the way of the falling rubble, meaning you're both unharmed. Tideus even manages to hurl some of the rubble back towards the Goblin War Golem (causing it to lose 3 *STAMINA* points and 1 *SKILL* point).

The Golem launches itself towards the Sea Giant.

Continue the battle between the two colossi. If you and Tideus win two of the next three Attack Rounds, turn to **388**. If the Goblin War Golem wins two of the next three Attack Rounds, turn to **167**.



**156**

The monstrous harpies lie dead at your feet. You can't help but think that this wasn't a random attack – they were lying in wait for you – but you try not to dwell on this fact too long.

Your eyes and ears are drawn to a gathering of Goblins, who are arguing amongst themselves in a small square.

"We need to get down there!"

"It's too dangerous! We must wait for the storm to pass."

"Then get the Stormborn to go down there!"

"They say there's a ward preventing them from getting close to Nimbus!"

You consider introducing yourself, but you can't get a word in edgeways.

"We need to come up with a plan!"

"Who put you in charge?"

"Well, someone's got to be!"

"But why should it be you?"

"I never said it should be me."

You look around at the squabbling Goblins and know that you stand a better chance of sprouting wings from your ears than they do of agreeing on a plan.

You spy a young Goblin busy cleaning vials and jars outside one of the workshops. You tell the Goblin you're a member of the Sky Watch and a look of horror crosses the Goblin's face. He's so shocked, he drops the vial he's been cleaning, and it smashes on the floor.

"It wasn't me! I didn't have anything to do with it, it was Paxlo and Pox . . . well, probably. I mean, I don't know for sure. But—" he babbles.

This is quite a reaction. You ask the Goblin his name and he tells you that it's Yurik.

To ask Yurik what he's referring to, turn to **135**. To lie and tell Yurik that you know he was behind it, turn to **372**. To help Yurik pick up the pieces of the broken vial, turn to **195**.

**157**

You move the *Barnacle* closer. There's a sickening *metallic crunch* as your poor bathysphere crashes against the reef. You open the hatch and crawl out, weakly. As you lie dazed on the cold, wet ground, you wonder what rocks are doing in the middle of the ocean anyway.

As the creatures slither over to look at you, their beautiful faces all smiles and laughter, you think you are safe. But their smiles transform into grimaces as their fangs lengthen and their skin turns black. The last thing you remember are their teeth. So many teeth . . .

Your adventure is over.

**158**

It's only a glancing blow. The contraption emits a high-pitched noise, before flying away up the Watchhouse chimney. You're unharmed but can't shake the feeling that you're being watched.

There's no time to dwell on such things right now, however. There's nothing more to do here, so you leave the Watchhouse. Turn to **335**.

**159**

You just manage to grab the side of the hole, and with a great deal of scrabbling, you succeed in pulling yourself into the room above. However, you manage to cut yourself in the process (lose 2 *STAMINA* points). Turn to **313**.



**160**

The log catches you on the side of your head (lose 3 *STAMINA* points and 1 *SKILL* point). Thankfully it's not enough to knock you out, but it makes your head spin.

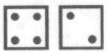
If Altos is your home isle, turn to **348**. If Altos is not your home isle, turn to **110**.

**161**

When asked for directions to Matix's house, everyone you speak to tells you to follow the sound of banging and cussing. You soon hear noises that sound like a wheelbarrow being hit with a brick – *thunk, clonk, clang* – and a voice saying, "You son of a rancid hog-mule! You fetid pile of badger excrement! Work, damn you, work!" *Bang! Crash! Thunk!* "Ouch, my thumb!"

At the source of the sound, you find a bathysphere hanging from the rafters of a large workshop, attached to a much smaller house and surrounded by every conceivable tool and mechanical part. The bathysphere is a spherical craft made from reinforced metal, with small porthole-like windows in its sides and a larger one at the front that also doubles as an entry hatch. You notice small storm crystals embedded in the bottom, and large mechanical claws stretching forward from each side. The nameplate on the side of the bathysphere reads *Barnacle*.

You call out Matix's name. Turn to **230**.



**162**

You get into hiding just as the creature shakes the ash off itself and looks around the room. It's a Winged Gremlin; a particularly nasty little creature. The Gremlin makes straight for Vizigg's desk and starts riffling through the paperwork and sniffing it.

After a minute it seems to have found what it was looking for, and is about to make off with it. But you can't let that happen. You leap out of hiding and throw your weapon at it.

*Test Your Skill.* If you are Successful, turn to **363**. If you are Unsuccessful, turn to **332**.

**163**

You attempt to roll away, but the foot gives you a glancing blow on its way down. (Lose 2 *STAMINA* points.)

If you are still alive, turn to **100**.

**164**

You decide to visit Altos, the water island. You check the hovers, make a running jump, and take off, leaving the green fields of Cirrus behind you.

(If you had Silas with you, he will stay on Cirrus and you will lose your attack and damage bonuses. Adjust this on your Adventure Sheet.) Turn to **103**.



**165**

You dive for cover and just make it in time. The rubble crashes down beside you, leaving you only lightly dusted. Turn to **208**.



**166**

(You give Tideus 4 *STAMINA* points' worth of food. Cross this off your Adventure Sheet.) The giant wolfs the food down in one gulp, slaps his hands together and prepares to wrestle you.

| | | |
|---|---|---|
| *TIDEUS* | *SKILL 9* | *STAMINA 18* |

As Tideus is a little more satisfied, he will give up when you reduce his *STAMINA* score to 10 *STAMINA* points or fewer. When this happens, turn to **267** at once.

**167**

Krazic shrieks with delight, sensing that victory is close at hand, and swings both the War Golem's weapons, knocking you and Tideus to the ground. You roll off the Sea Giant's shoulder and Krazic urges the mechanical monstrosity forward, intent on crushing you underfoot.

*Test Your Skill.* If you are Successful, turn to **382**. If you are Unsuccessful, turn to **163**.





*The branches are covered with tiny, snapping dragon heads*



168

You cautiously follow the sound of the yelling to an orchard. There you find an elderly woman grasping a spade and fending off a marauding fruit tree which has gained both life and an aggressive streak. Instead of the beautiful spiky red fruit that the tree normally bears, the branches are covered with tiny, snapping dragon heads.

One of the heads lunges at the woman and she smacks it with her shovel. The head looks dazed for a moment, and then turns a stream of fire on her. She uses her shovel as a shield, but the metal melts away. She's out of defences.

She drops the melted shovel, rolls up her sleeves and readies her fists. If she's going to go out, she'll go out swinging. But then she spots you.

"Give us a hand, would you, Officer?"

You cannot leave the old woman to fend for herself against the plant, and so you engage the Dragon Fruit Tree in battle yourself.

| | | |
|---|---|---|
| *MARAUDING DRAGON FRUIT TREE* | *SKILL 8* | *STAMINA 9* |

If you win, turn to **303**.

169

You give him 1 Gold Piece and apologize for frightening him.

"Most appreciated, Officer. Look, what I said earlier about not having anything to do with Nimbus falling... I didn't, but I think I know who did. Goblin by the name of Pox or could be his brother, Paxlo. Several months back they started putting together a team to go work in Krazic's workshop on Nimbus."

The young Goblin seems to want to unburden his soul, so you let him talk.

"A plum job! Double wages. But I smelled something off about it. If we took the job, we weren't allowed to tell anyone what we were working on and we had to sleep in the workshop! I like my bed too much to give that up, so I said no. They didn't like that. I've not seen them round here since the Nimbus went down.

"Look, wherever Pox and Paxlo go, trouble follows, that's all I'm saying. Anything else I can help you with? But be quick about it!"

If you have the codeword **Hazi** on your Adventure Sheet, turn to **257**.

If not, and you want to leave, you can head west towards where the residents of Asperitas live (turn to **293**), or north, further into the maze of workshops and laboratories (turn to **111**).



170

You've heard enough.

"Oh, by the way, what happened to Samuel?" says Vizigg, looking concerned.

Who's Samuel?

"Giant Scorpion. You can't miss him. On guard outside the ... oh. Ah, never mind. I'm sure he died well."

You quickly ask Vizigg how you can help.

"You are a brave soul to risk your life like this, but this is my mess. It's up to me to repair it."

You tell Vizigg that you didn't come down here to sit around and twiddle your thumbs while the place fills up with water and the air runs out.

"Hmm, well, you are in better condition than me, that's for sure, and perhaps there are places you can get to that I cannot. Very well. To finish the ritual, I need a copper ring, a silver goblet and a black candle.

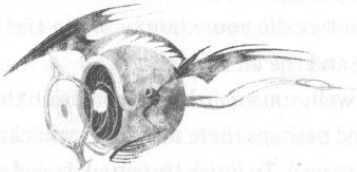
"Here," he says, tossing you a greater healing potion. "This will help you more than it'll help me." (The potion will restore up to 5 *STAMINA* points.)

If you have a copper ring, turn to **228**. If you have a silver goblet, turn to **115**. If you have a black candle, turn to **6**. If you want to leave the Under-Library and go in search of these items, turn to **26**.

**171**

You squeeze your way into the storm drain and drop down into the sewer. The smells down here are horrible compared to those in the market above, and make your eyes water. (Lose 1 *STAMINA* point, as the stench starts to make you feel nauseous.) You study the ground and see small tracks in what you hope is only mud.

If you want to follow the tracks, turn to **79**. If you would rather leave the sewer and return to the street, turn to **241**.



**172**

Hundreds of little fish immediately pop out of their rocky homes and descend on the corpse of the Electric Eel, stripping the flesh from its bones at lightning speed. You hate to think what they might have done to you had you lost the battle. You notice that they leave a strange bulbous object in their wake. It's the eel's Conductive Gland, cackling with elemental energy.

Taking a chance, you skewer it on to the end of one of the *Barnacle*'s pincers. It glints on the end of the weapon.

(The pincer weapon will now cause 3 *STAMINA* points of damage with each successful hit, rather than the usual 2. Record this on your Adventure Sheet.)



Suddenly you feel more vibrations. The fish go into hiding as the cave roof begins to disintegrate around you, boulders bouncing off the bathysphere's roof with watery *clonks*.

*Test Your Skill.* If you are Successful, turn to **316**. If you are Unsuccessful, turn to **362**.

**173**

You attempt to deflect the darts with your cloak. However, one of them grazes your hand. It is coated with poison, but thankfully not too much of it enters your bloodstream; just enough to make your hand go numb. (Lose 2 *STAMINA* points and 1 *SKILL* point.)

You continue upwards cautiously until you reach a locked door. Turn to **83**.

**174**

Krazic yells in triumph! You wonder what you can do to swing the battle in your favour.

If you have the trident, you can pass it to Tideus to use; turn to **16**. If you have some fire oil, you can throw it at the Goblin War Golem; turn to **318**. If you have the Giant Crab pincer, you can hurl it at the Goblin War Golem; turn to **39**. If you don't have any of these objects, turn to **326**.

**175**

There's a ululating cry and two scaly-skinned Kokomokoa emerge from the pool, nets and bamboo spears at the ready. From the confused look on Boreas's face, he was clearly hoping for something a bit more threatening. However, you must fight the amphibious humanoids at the same time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First KOKOMOKOA* | *5* | *5* |
| *Second KOKOMOKOA* | *5* | *5* |

The first time a Kokomokoa hits you successfully, the creature will snare you with its a net; do not deduct any *STAMINA* points, but you must reduce your Attack Strength by 2 points from you for the duration of the battle.

If you win, turn to **392**.

**176**

The contraption emits a high-pitched noise and sends a small fireball towards you.

*Test Your Skill.* If you are Successful, turn to **202**. If you are Unsuccessful, turn to **58**.

**177**

"You look like death warmed up, my friend," Silas remarks at your dishevelled appearance. You realize that you've been held up by a mixture of fear, adrenalin and anger



until this point. Now you could do with a little old-fashioned shut-eye.

If you want to take a nap, turn to **91**.

Alternatively, choosing something you've not already tried, do you want to search your chest (turn to **217**), see what Silas has found (turn to **134**), or leave the Watchhouse (turn to **335**)?

**178**

It turns back and flitters on its way. It hasn't seen you. You continue your stealthy pursuit. Turn to **38**.

**179**

The light dims and the Wraithfish sinks to the bottom of the passageway. You urge the *Barnacle* onwards.

You enter a half-submerged cave, with a rocky ledge on which something has been hoarding various bits of detritus harvested from the sea. There are lots of metallic bits and pieces strewn around the cave. You feel slightly guilty about the fact that the Wraithfish was probably just protecting its shiny things, but they're your shiny things now.

Exiting the bathysphere, you root around amongst the junk to see if you can find anything of value. You find a strange brass rod, which looks like it might have come from an Incus fishing boat, and a silver goblet. (Add both these items to your Equipment List.)

If you have the codeword **Rescue** written on your Adventure Sheet, you can turn to **132**.

If not, and you want to leave the passage and take the left fork in the caves, if you haven't explored that way already, turn to **231**. To leave the caves and head for the large dim shape, turn to **191**.

**180**

You return to Daxa.

If you want her to charge your flyers for free and fly to Altos, turn to **342**. If you want her to charge your flyers for free and fly to Cirrus, turn to **320**. If you want to take the sky bridge to Cirrus and see if you can find Daxa's aeronaut's helmet, turn to **327**.



**181**

The Giant Toad disintegrates into a gelatinous heap. You notice some of the goo sticking to a nearby leaf. It has incredible sticking powers. You wrap the leaf around the sticky substance and carefully tuck it away. (Add the sticky toad goop to your Equipment List on your Adventure Sheet.)

You continue towards the Altos Watchhouse. Turn to **131**.



**182**

Stepping carefully around the Wheelie corpses, you investigate the ground floor. It's so untidy and full of hoarded objects of all kinds, it's hard to tell what might be useful to your investigation and what is just rubbish. You do find a couple of wooden goblets inscribed with "Paxlo" and "Pox".

If you haven't explored the upper floor and want to, turn to **350**. If you want to leave, turn to **149**.



**183**

You cut open the creature's stomach with your sword. You know that crocodiles have a reputation for eating any old thing they find. You hold your nose as you search the stomach contents and find a Potion of Might and a copper ring. (Add these to your Adventure Sheet. The Potion of Might will add 2 points to your Attack Strength for the duration of one battle.)

If you want to return to Nimbiferous Chamber, turn to **194**. If you want to return to Vizigg, turn to **52**. If you decide to go back to the bathysphere, turn to **136**.

### 184

You sleep for a fitful hour or so. In your dreams you are flying through the skies above Pangaria, trying to catch your falling Sky Watch friends. They cry out to you as they tumble through the air. You save one, but more plummet away from your grasp.

You grab for a flailing arm, only to realize that it's your own face that you see staring back at you. You try to hold on, gripping tighter, but it's no good. You watch as your screaming face falls away from you, your limbs flailing uselessly, as your doppelgänger drops away into nothingness.

The sleep isn't peaceful, but it is at least restful (regain 2 *STAMINA* points).

You awake to a strange *buzzing* sound on the edge of hearing, like the rapid flapping of tiny wings.

You peer into the gloom, and in the corner of the barracks you see something that looks like a metal eye. It is about the size of a grapefruit and instead of an iris, you realize that the metal contraption has a large lens. It is held up by small wings, reminiscent of your hovers.

The metal eye zips around, blinking at you. It's very unnerving. You throw your boot at it.

Roll one die. If you roll a 1 or 2, turn to **176**. If you roll a 3 or 4, turn to **158**. If you roll a 5 or 6, turn to **249**.



### 185

You reassure Hazi that you will check in on Vizigg on Asperitas, and the Goblin thanks you. He reaches into his robe and passes you a couple of items: a piece of dried cuttlefish and an ornate dagger.

(The dried cuttlefish will restore up to 2 *STAMINA* points when eaten, and the ornate dagger will add 1 point to your Attack Strength, if used in battle. Add these items to your Adventure Sheet.)

You notice a sign pointing the way to the local Goblin flyer.

If you want to go to the mill, and haven't done so already, turn to **261**. If you want to go to the flyer and find a way to the other islands, turn to **27**.

### 186

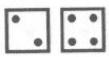
You engage the bathysphere's controls and decide whether to explore the surface, or dive beneath it.

If you want to dive, turn to **150**. If you want to explore the surface, turn to **312**.

### 187

"OK, I think I can get her shipshape in a few hours, Officer. Why don't you take a kip in the back there? You're going to need your strength."

You head to the back of the workshop and see a pile of blankets. You're uncertain how clean they are, but you're



exhausted, and they do look cosy.

You drift off to sleep, lulled by the sound of *thunks*, *clangs* and the occasional *ouch!*

A few hours later, Matix shakes you awake. "The *Barnacle*'s ready to go. Hope you are too!"

You're not sure that you are, but you follow Matix to the bathysphere, which has been moved to the nearby dock. (Restore up to 2 *STAMINA* points.)

On the way she explains the *Barnacle*'s controls to you. She also tells you how to engage the *Barnacle*'s weapons, which come in the form of large, pincer-like arms, in case you encounter any dangers. There is also a large suction system on one of the pincers for picking up interesting finds you may unearth and bringing them inside the bathysphere.

Matix also tells you she has fitted the *Barnacle* with a special gadget that conducts and amplifies sound, which will allow you to hear better underwater, even from inside the bathysphere.

Upon reaching the *Barnacle*, you climb into the small, one-person cabin, and store your weapons and backpack inside.

"Right! The *Barnacle*'s storm crystals will allow you to float down to the water. You won't find she's as manoeuvrable as your hovers in the air, but once she's in the water, she's a dream! It's all up to you now, Officer. Pangaria's counting on you!"



Matix shuts the lid of the bathysphere and you begin your descent to Nimbus. Turn to **54**.

**188**

You walk in on your commanding Officer throwing up into his own helmet. It's quite the sight. You've entered the Citadel kitchens by a side door and can see Captain Halleck pinned under some debris, near a cupboard, not far from the main kitchen entrance. He is surrounded by food remains. He looks at you with bleary eyes.

"You! Wait... I don't remember you being at the Citadel. I sent you back for my hovers. How did you get here?" You explain everything that has happened since you parted company, as succinctly as you can.

"By Zephyrus's hurricane heart, you've had quite an adventure! You've done the Sky Watch proud. Er, you couldn't help me with this, could you? It was quite painful to start with, but now I can't really feel my legs any more." He points at the debris pinning him down.

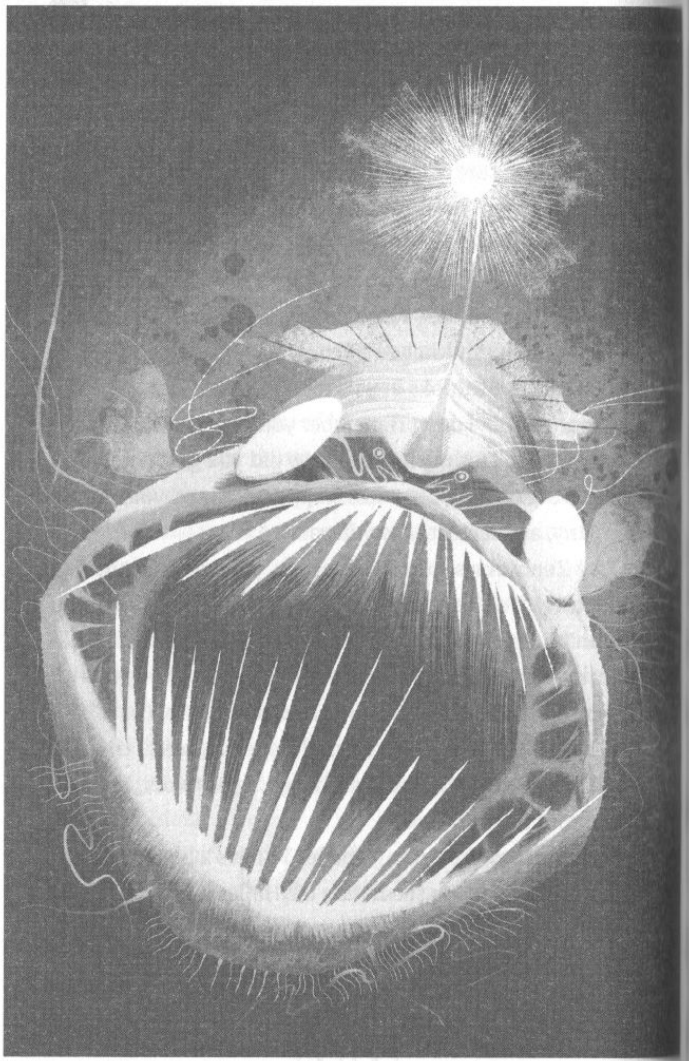
"After Nimbus crashed, I found myself in here. I thought I'd get a bite to eat before searching for survivors, but part of the roof fell in on me."

He points to the ceiling above. There's a big hole in it.

You need to move the debris off Halleck.

*Test Your Stamina.* If you are Successful, turn to **113**. If you are Unsuccessful, turn to **386**.





*An abyssal horror with a mouth full of needle-sharp teeth*



**189**

You deflect the fireball away from your companion with the blade of your short sword. It crashes harmlessly into the fireplace. The eyeball flies away up the chimney.

You're unharmed but can't shake the feeling that you're being watched. However, there's no time to dwell on such things right now – you need to get moving.

(Write the codeword **Eye-Spy** on your Adventure Sheet.)

Choosing something you've not already tried, will you:

Search your chest? Turn to **217**.

See what Silas found earlier? Turn to **134**.

Leave the Watchhouse? Turn to **335**.

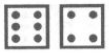
**190**

The passage becomes narrower, and it's only when the light gets brighter that you realize it's coming from behind you. Right behind you.

This thought is punctuated by a *screeching* sound as something scrapes against the *Barnacle*'s metal hull, and the craft spins forwards, out of control, tumbling you around. (Deduct 2 *STAMINA* points from the *Barnacle*, but also deduct 2 points from your personal *STAMINA* score.)

Once the *Barnacle* is righted again, you speed forward into a larger cave that is only partly submerged. You turn the bathysphere round and face what's behind you.

It is an enormous Wraithfish, an abyssal horror with a



mouth full of needle-sharp teeth and an appendage, like a fishing rod, coming from atop its head, which emits a blinding light. There's no getting around it, you're going to have to fight.

*WRAITHFISH* *SKILL 9* *STAMINA 12*

When you have reduced the Wraithfish's *STAMINA* score to 6 points or fewer, it will knock the *Barnacle* up on to a ledge. The *Barnacle* won't have the manoeuvrability it does in the water, and you will have to reduce its *SKILL* score by 2 points until you can get it back in the water again. If you win, turn to **14**.

**191**

You direct the *Barnacle* towards the dim shape in the distance. As you get closer the shape gets bigger, and you can make out a familiar fortification. To your horror you realize that you're looking at the Nimbus Citadel. It looks so strange to see it underwater with fish gliding through its gardens. You hope that maybe there are people still alive down there, maybe trapped inside, in no doubt rapidly diminishing air pockets.

A strange object catches your eye. You move closer and realize it's a large air bubble with a figure inside, which barely seems credible.

If you have the codeword **Bubble** on your Adventure Sheet, you can turn to **112**. If you want to investigate the bubble, and don't have the codeword, turn to **37**. If you want to ignore the bubble entirely and get closer to Nimbus, turn to **3**.





**192**

Unfortunately, you weaken before the War Golem does and are struck by its axe. (Lose 3 *STAMINA* points.) If you are still alive, turn to **100**.

**193**

You don't see Cumulus at first, you smell it. The scents drift up to you from the numerous stalls and vendors who trade their wares in the large markets that dominate the island. The soft spicy smells of gingerbread biscuits and cinnamon milk pudding mingle with the pungent aroma of stink fruit and sizzling fish steaks.

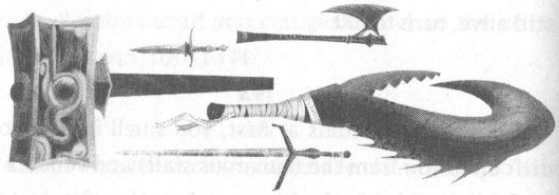
A *humming* jolts you from your musings, and the wings begin to shudder. You tense your shoulders and move your upper body as you try to glide yourself down towards a safe and soft landing before the hovers' storm crystal runs out of energy.

*Test Your Skill.* If you are Successful, turn to **12**. If you are Unsuccessful, turn to **138**.

**194**

You arrive back in the Nimbiferous Chamber. Will you:

Try the Great Hall door? Turn to **301**.
Go back to the half-flooded area near the library? Turn to **236**.
Go to the bathysphere? Turn to **136**.
Go to the kitchens, if you haven't already? Turn to **9**.
Return to Vizigg? Turn to **52**.



**195**

You help Yurik pick up the broken pieces of the vial. He looks relieved.

"Thank you, Officer. I'm so clumsy. That's the third I've broken today," the Goblin says worriedly. "They're going to start taking it out of my wages if I'm not careful. I've just been so jittery lately."

To ask him what's got him on edge, turn to **4**. To give him 1 Gold Piece to help pay for the damage, turn to **169**.



**196**

As you descend towards Altos, the sentient clouds which are farmed there and known as Cloudkin scatter like frightened sheep, some of them shedding a little water as they float speedily away from you. You drink in the beautiful sight of Altos from above. Lakes, rivers and waterfalls sparkle in the sunshine. Despite the horror of what you've witnessed, it gladdens your heart just a little to see your home isle.

But in your joy at seeing Altos, you fly too close to a Mother Cloudkin, who has several young Cloudkin drifting around her. The young ones flee to their mother in fright and fold themselves into her fluffy, cloudy depths. She angrily lashes out at you with a bolt of lightning, which strikes your hovers and sends you tumbling to the ground.

Luckily you land in the mud, dirty and damp, but still alive. (Lose 5 *STAMINA* points.)

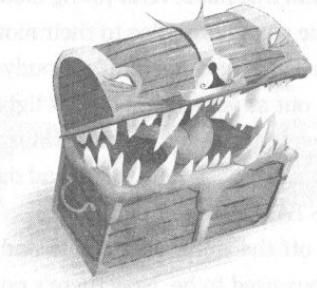
You scrape off the worst of the mud and stare across to where Nimbus used to be. Now there's nothing but air and dust, which crackles with a strange energy. Whatever brought the island down must've been incredibly powerful. Sadness gives way to a new resolve. You're going to find out what happened to Nimbus before the rest of Pangaria starts to fall from the sky.

Your hovers aren't badly damaged, but they are out of charge, so you will need to find some way of charging them up in order to fly anywhere else. That means that for now, you're on foot. On the bright side, you've managed to keep

hold of Halleck's Coin Bag. You're pretty sure that he won't mind you using it in the line of duty. (Add 10 Gold Pieces to your Adventure Sheet.)

You check your waist. Your trusty short sword is still there. (You can add this to the Weapons Box on your Adventure Sheet.)

You look around for a place to start your investigation. There's a Cloudkin farm nearby. They might be able to help you with supplies and information. Turn to **30**.



197

"I've heard other voices, calling out, crying. But lots of the tunnels are flooded so it's hard to reach anyone. There must be air pockets all over this place. Can't get back into the Great Hall neither. Door must be warded."

If you want to ask what happened to the Nimbus, turn to **77**. If you want to ask what's wrong with the injured Officer, turn to **356**. If you've asked the pair everything you want to, turn to **330**.



198

By the time you come round, both the Goblins have vanished.

You inspect the Giant Metal Hand, which is now thankfully inert. There's an interesting-looking part dangling off the side of it. You give it a tug, and it comes away in your hand. You're no expert, but you think that this might well be a Thingie. (Add the Thingie to your Adventure Sheet.)

You decide what to do next.

You can head to the west towards where the residents of Asperitas live, if you haven't explored that area already (turn to **293**), or you can go to the nearest storm crystal charging station. If you decide to do this, make a note of this section number, as you will be able to return directly to this location if you decide to revisit Asperitas, and turn to **379**.

199

When you finally dispatch the corrupted crustacean, the fishermen come out of hiding, looking extremely relieved.

"Unbelievable," says one of them, shaking his head in amazement. "One moment I'm walking through the fresh catches shed, and the next thing I know, I'm fighting for my life!"

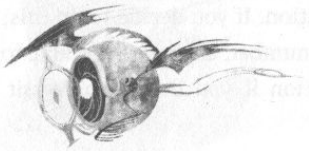
"Still, this'll feed a few families for weeks," says another, examining the corpse.

One of the fishermen gets a large shell-saw and starts

to use it on one of the monster's large claws. He uses a few more implements on it and finally hands you the pincer and some of the crab meat.

The crab pincer smells a bit fishy, but it can be used like a club. (If you use the pincer in battle, you must reduce your Attack Strength by 1 point, but you may increase the damage you cause by 1 point. The crab meat will restore 3 *STAMINA* when eaten. Make a note of this on your Adventure Sheet.)

You ask the fishermen if they know what caused the Nimbus to fall. Turn to **60**.



**200**

You hand over the item. (Cross it off your Adventure Sheet.) Grax studies it, trying to gauge whether it might help him fix his beloved flyer.

"Yes! Yes! I think that should do the trick. Now all I need is something to glue it down with. You got anything?"

If you have some toad goop or healing honey, turn to **340**. If not, you will have to charge up your hovers – turn to **80**.

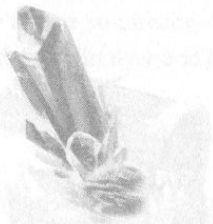


**201**

You yell in Tideus's ear to "Move!" and he manages to leap out of the way of the falling rubble, but you are knocked off his shoulder in the process. (Lose 3 *STAMINA* points and 1 *SKILL* point.)

The Golem launches itself towards the Sea Giant.

Continue the battle between the two colossi. If you and Tideus win two of the next three Attack Rounds, turn to **388**. If the Goblin War Golem wins two of the next three Attack Rounds, turn to **167**.



**202**

You deftly deflect the fireball with the blade of your Short Sword. It crashes harmlessly into the fireplace, while the eyeball flies away up the chimney.

You're unharmed but can't shake the feeling that you're being watched. However, there's no time to dwell on such things right now. There's nothing more to do here, so you leave the Watchhouse. Turn to **335**.

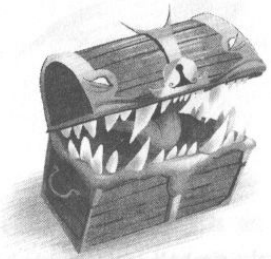
## 203

The waters close over you. Initially your vision is obscured by the churn of the waves, but soon the waters clear and you see the azure ocean stretching out before you.

You survey the depths. There's a large, dim shape in the distance. It could be a rock formation, or it could be the sunken Nimbus – you're not sure which.

There are also some interesting-looking caves below you which might be worth investigating too.

If you want to head towards the caves, turn to **85**. If you want to continue towards the dim shape in the distance, turn to **191**.



## 204

You splash the potion over the overgrown amphibian. Thankfully, the Giant Toad blinks and yawns, then slowly slides back into the swamp it came from.

Cross the Calming Potion off your Adventure Sheet and turn to **131**.



## 205

Before you go, Methedus passes you a small crystal. It looks like a blank version of the one you have in your hovers.

"You might need this. You seem like the type that gets themselves into trouble. There are a lot of nasty energies around and this will withdraw them from an infected creature, just as long as it's not too far gone. Once an animal's been taken over entirely, the crystal won't work. One use only, I'm afraid." (Add Methedus's shard to your Adventure Sheet and 1 point to your *LUCK* score.)

If you want to look for Hazi on the other side of the market, and haven't done so already, turn to **351**. If you want to find the local Goblin flyer and head for one of the other islands, turn to **27**.

## 206

You have found everything that Vizigg asked for (regain 1 *LUCK* point), but the old Goblin is getting weaker by the minute. He shuffles round the room, placing the items around the edge of the ritual circle. Nothing happens. He scratches his head. "There's something missing ... now what is it? Damn, it's a storm crystal. Needs to be intact, though. And of course, I destroyed all the ones in the vicinity. Stupid, stupid, stupid!"

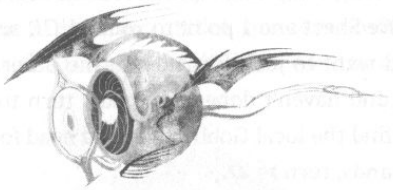
To give Vizigg your hovers, turn to **63**. If you would rather leave the library and go exploring, turn to **26**.

### 207

You manage to jump out of the way as part of the ceiling comes down on the spot where you were just standing.

You also start to notice strange marks on the walls of the house, like ridges or large scratches. Something very strange has happened to the Renard home.

If you have the storm crystal shard from Cirrus, turn to **235**. If you do not have the shard, turn to **279**.



### 208

Boreas floats in mid-air whilst the storm whirls around him.

"Thank you for freeing our creation and for restoring the Nimbus, Officer," says Boreas smugly. "When you turned up, poking around, I thought you were merely a nuisance I would have to dispatch, or that you would simply die alongside your pathetic Sky Watch friends. But you have proved to be most useful.

"Once we reach Pangaria, Krazic and I will subdue the rest of the islands and continue with our plans. There is great wealth and power to be had out there in the world and it's time to take full advantage of it!"



You tell him that it's over; that the golem is merely a prison for traitorous Goblins now.

"We'll see about that," he sneers.

He begins chanting and a pool of water appears on the floor and from it clambers . . .

Roll one die. If you roll a 1 or 2, turn to **78**. If you roll a 3 or 4, turn to **175**. If you roll a 5 or 6, turn to **391**.

### 209

You run round to the back door to find it swinging open; someone obviously left in a hurry. An open door is practically as good as an invitation, so you enter the house.

Inside, there are papers strewn about and a coat stand has been knocked over. You're about to head deeper into the house when you hear the noise of something *clattering* down the rickety wooden stairs. This is accompanied by *high-pitched laughter.*

Suddenly you see two disc-like creatures, each with four hands sprouting from their sides. They are holding little knives and are cartwheeling towards you with murder in their eyes.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First WHEELIE* | *6* | *6* |
| *Second WHEELIE* | *6* | *6* |

If you win tun to **119**.





*There's a small robed figure standing at the centre of the circle*



**210**

There's a strange green light emanating from the area ahead. You can hear indistinct muttering and see a large shadow on the wall. You grab a flickering torch from the wall with one hand, keeping your weapon drawn in the other.

You enter the room ahead and can see four large storm crystals at the four compass points of a circle, which are covered in arcane runes, and other miscellaneous objects. You hold up the torch and see that all the storm crystals are broken. There's a small robed figure standing at the centre of the circle. It turns and raises its hand towards you. A strange device on its wrist shoots out a net, which closes around you tightly. You're not going anywhere.

Your attacker shuffles closer and you realize it's Vizigg, the Goblin Elder Technomancer. He looks in a bad way, and there's blood all over his robe.

He peers at you. "Where did you come from?"

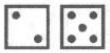
You tell him that you came from the surface and you're here to bring those who caused the crash to justice.

He begins to laugh. Turn to **272**.

**211**

You press your storm crystal to the large shard. A force of energy knocks you back. You hit your head against a piece of rock. (Lose 4 *STAMINA* points and 1 *SKILL* point.) It seems the crystal is too volatile to charge from.

Picking yourself up, you break off a small piece of the



shard near one of the cracks. Strangely, the damage seems to be on the inside of the crystal. You can see worn grooves and cracks on the inside and a strange black residue on the outside. (Record the storm crystal shard on your Adventure Sheet.)

Perhaps you can find someone who'll be able to tell you where the crystal came from and what broke it. Maybe then you'll be able to find out what happened on Nimbus.

If you want to head to the north of Cirrus, in search of a way off the island, turn to **255**. If you want to investigate the shed, turn to **376**. If you want to visit the Watchhouse, turn to **49**.



**212**

You climb as high as you can in the kitchen and attempt a jump to the hole in the ceiling.

*Test Your Skill.* If you are Successful, turn to **360**. If you are Unsuccessful, turn to **159**.

**213**

The poor infected fisherman is dead at your feet. You tell yourself that death by your blade was better than whatever that creature was doing to him. You check his pockets and find 2 Gold Pieces. (Record these on your Adventure Sheet.)

To head north towards Matix's home, turn to **161**. To head to the east dock and the bathysphere workshop, turn to **74**.



**214**

You're increasingly feeling like you need to get to a more populous part of the island, rather than keep wandering around out here on your own.

You decide to head north-east back to the maze of workshops and laboratories. Turn to **111**.

**215**

You get closer to the half-wrecked boat and realize it's one of the fishing vessels from Incus. You can see someone sitting in it. You suspect it's an Incus fisherman. You call out, but the man doesn't respond. Is he dead? You draw the bathysphere closer. You can now see by the rise and fall of his chest that he is breathing. You call out again louder.

"Eh?" says the fisherman, removing a tuft of wool from each ear. "Did you say something?"

You ask him why his ears were plugged, and he tells you that there's a group of merfolk nearby. "If you hear too much of their singing, it'll lure you on to the rocks and they'll tear the flesh from your bones."

You ask why he's not taken his boat back to Incus.

"The brass conductor fell off the roof when the Nimbus

crashed down. Can't activate the storm crystals without it," he explains. "Last I saw, it was grabbed by some huge fish with a big old light on its head. It swam off with it!"

You ask if there's anything you can do to help.

"Well, if you can get it back, that would be a good start!"

(Make a note of the codeword **Rescue** on your Adventure Sheet.)

If you agree to help and take the *Barnacle* down, in search of the conductor rod, turn to **22**. If you refuse politely, saying that your priority has to be finding the Nimbus, turn to **349**.

**216**

Vizigg smiles at you weakly. "That was a kind act, Officer."

You place him down gently, but he drops to the floor. You try to hold him up, but his body seems to have grown heavier with the weight of inevitability.

"We did it," he says weakly. "I'm fading fast, my friend. The rest is up to you now. When I die, the ward around the Great Hall will be broken. You must deal with whatever is left in there. Its existence is too dangerous for it to be allowed to continue; for Pangaria and the world outside. Do you understand me?"

You nod and say you'll do whatever it takes to keep Pangaria safe.

He grasps your collar. "You need to . . . know . . . the . . . Stormborn . . . Boreas. He was there . . . he's dangerous . . .



mad . . . but not as dangerous as . . ."

His voice falters and his eyes go glassy. You feel the old Goblin's small body go limp in your arms. He's gone on to the next world.

There's a loud *thrumming* noise, which you realize must be the sound of the ward around the Great Hall breaking. There's nothing for it but to venture forth and face whatever's in there.

You approach the Great Hall door, half expecting it to be flung open by some terrible monster. Instead everything is eerily quiet.

The Nimbus shakes as it slowly travels upwards towards the surface of the ocean.

Taking a torch from the wall nearby, you enter the Great Hall. Turn to **224**.

**217**

You search through your meagre possessions and find 2 dried fish, a Healing Potion and 2 Gold Pieces.

(Add the dried fish, Healing Potion and Gold Pieces to your Adventure Sheet. The dried fish will restore up to 2 *STAMINA* points each when eaten and the Healing Potion will restore up to 4 *STAMINA* points when drunk.)

If you want to open the unlocked chest, turn to **65**. If you want to see what Silas has found, turn to **134**. If you want to leave the Watchhouse, turn to **335**.

**218**

You light the lamp and hold the paper up to the heat. After a while writing begins to appear.

*Vizigg,*

*Krazic is mad. I know that now. Pox doesn't believe me. He is committed to the cause. Krazic must be stopped. It's the only way to save my brother. Please find a way.*

*Paxlo*

Whatever was going on with Paxlo and Pox, a rift seems to have developed between the brothers.

You leave the tower and head north-east back into the maze of workshops and laboratories. Turn to **111**.

**219**

You use your sword to cut open the creature's stomach. You know such reptiles have a reputation for eating any old thing they find. You hold your nose and search through the stomach contents, finding a Potion of Might and a copper ring. (Add these to your Adventure Sheet. The Potion of Might will add 2 points to your Attack Strength for the duration of one battle.)

You return to the water and heave open the library door. Turn to **18**.

**220**

You decide to visit Cirrus, the farming isle. You check the hovers, make a running jump and take off, the waters of



Altos sparkling beneath you.

(If you had Nemi with you, she will stay on Altos and you will lose your attack and damage bonuses. Adjust this on your Adventure Sheet.) Turn to **105**.



**221**

You ask Yurik about Pox and Paxlo.

"Well, if you don't know who they are, then I know you're lying. They've not been seen around here for days. And they're the only ones who'd say such a thing about me. Apart from you, of course. Damn Sky Watch! Hope the lot of you drown!"

And with that he runs inside the workshop and slams the door. (Lose 1 *LUCK* point.)

You bang on the door, but there's no answer.

You decide what to do next. You notice a device nearby that charges up storm crystals. You remember that there are quite a few of them dotted around Asperitas and for 1 Gold Piece, you can use them to charge your hovers and return to Matix on Incus, when you need to.

If you want to try to break down the door bodily, turn to **21**. If not, do you want to head west, towards where the residents of Asperitas live (turn to **293**), or head north, deeper into the maze of workshops and laboratories (turn to **111**)?



**222**

Krazic is enraged by your success. The Goblin War Golem smashes its stone club into the wall, bringing wood and masonry down on top of you.

*Test Your Skill.* If you are Successful, turn to **155**. If you are Unsuccessful, turn to **201**.



**223**

The vines sink to the floor, where they vibrate gently. You tiptoe over them and head out of the Watchhouse. You're just wondering if you should go to the north of Cirrus and locate a flyer to take you onwards to the other islands, when you hear an indistinct yelling in the distance.

If you want to follow the sound of the yelling, turn to **168**. If you want to investigate the plume of blue-green smoke, turn to **137**. If you want to head north, turn to **255**.

**224**

The first thing you notice in the Great Hall is that there is rubble everywhere. Half the ceiling has collapsed and so has part of the walls. There's not a piece of furniture intact. You see the occasional body of a Sky Watch Officer and curse Krazic and his vile creation, whatever its true nature may be.

You hear a groan come from one of the bodies and run over to help. It's a young woman; battered and bruised, but still alive. You help her to sit up.

"I have to get home," she mutters. "My mother will be worried. The dragon fruit will need harvesting soon." She seems very disorientated.

You find a strip of cloth and dip it in a nearby puddle of water, so that you can clean the blood and dirt from the woman's face. The cold water seems to bring her to her senses.

"Is it over?" she asks, looking at you with fear in her eyes. "Has it gone?"

You reassure the woman, who tells you her name is Malia, and tell her that now Nimbus is rising you will soon be safely back in Pangaria.

The room shakes with the turbulence of the ascent, which dislodges some of the piles of rubble. The Sky Watch Officer gasps as a large metal face is exposed, along with part of a chest and further down part of a leg and a huge metal foot. It's some kind of metal giant, that is thankfully inert.

You move closer. So, this is what Krazic was working on – a hulking war golem to take to Khul and sell to whichever warlord would pay the highest price. It both saddens and angers you that Pangarian technomancy could be used for such warmongering ends.

You can see from a cavity in the chest where the storm

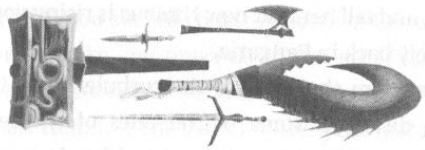
crystal that powered it was once located, but thankfully it now lies broken. You can't imagine the kind of destruction this monstrosity would wreak if it were fully powered up.

There's a creak and high up you see a small hatch open in the face of the giant. The hatch is just big enough for an angry Goblin face to poke out of. Turn to **370**.

**225**

You duck skilfully and roll out of the way. The log whooshes by your head.

If Altos is your home isle, turn to **348**. If Altos is not your home isle, turn to **110**.



**226**

Everything looks different from the air, but you listen out for the sound of banging and cussing, and soon manage to guide your hovers to Matix's workshop.

The Goblin pops her head out, grinning from beneath her usual grimy exterior.

"Well, what have you got for me?"

If you have located the Thingie, turn to **125**. If you have obtained a Wotsit, turn to **375**.



**227**

You select the item you want to buy. (Deduct the appropriate number of Gold Pieces from your total Gold and add the item to you Adventure Sheet.) As you hand over the coins, you tell the Goblin trader that you're looking into what happened on Nimbus and ask if he knows anything.

"Well, business has been a bit slow since the explosion," he explains. "Everyone's a little nervous about all the extra elemental energy flying around here. But I ain't budging!"

You ask him if he thinks there's anyone you should speak with.

The Goblin sucks his teeth thoughtfully. "Well, there's a Goblin called Hazi who lives on the far side of the market. He used to work at the Citadel on Nimbus. He might know something."

Anyone else?

"You could always go and see Methedus. He's a Stormborn who works over at the mill. He might know a thing or two about the elemental energy that got released."

Now you've got a couple of avenues to explore, but before you set off again you can purchase the other items if you wish. (Update your Adventure Sheet accordingly.)

"Be careful out there," adds the Goblin trader. "There's rumours that the explosion has stirred up some unpleasant beasts. Wouldn't want to lose a good customer like yourself."

Before you head off you notice a Goblin gambling stall. This could be a chance to increase your gold ... or lose it all.

If you want to engage in a game of chance, in the hope of increasing your gold, turn to **304**. If you want to find Hazi's house on the far side of the market, turn to **351**. If you want to head over to see Methedus at the mill, turn to **261**.



**228**

You give Vizigg the copper ring. He looks delighted. "Aha! Well done, Officer!"

If you have a silver goblet, turn to **115**. If you have a black candle, turn to **6**. If you want to leave the Under-Library and go in search of these items, turn to **26**. If you have given Vizigg all the requested items, turn to **206**.



**229**

With a last splintering of wood, the front door finally gives way and you warily enter the house.

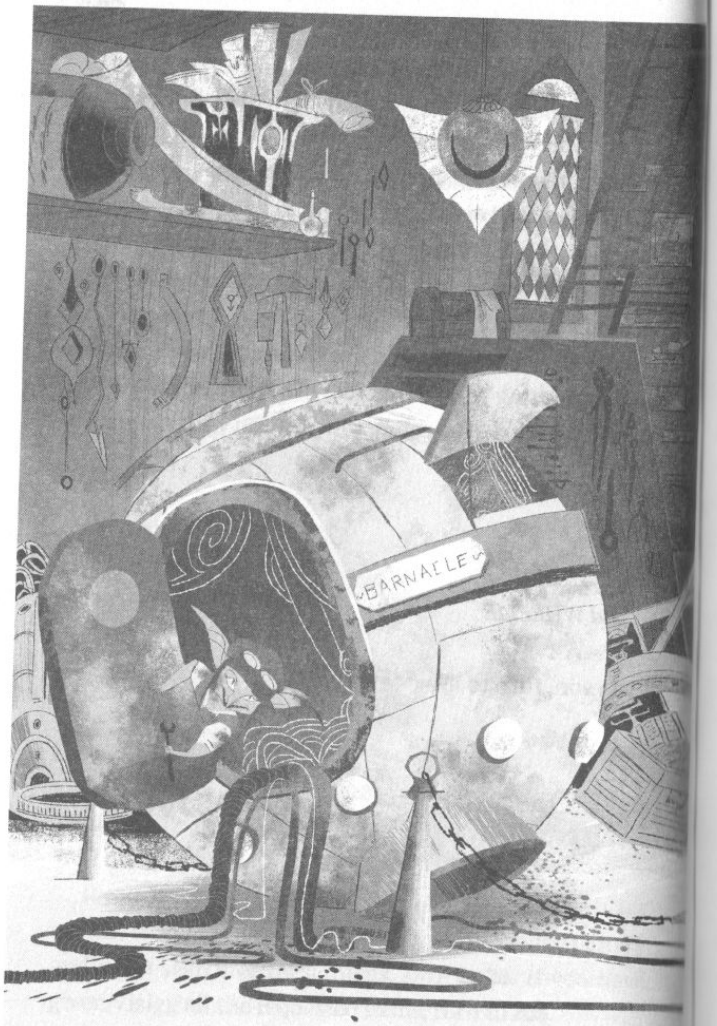
Inside, there are papers strewn about and a coat stand has been knocked over. You're about to investigate further when you hear the noise of something *clattering* down the rickety wooden stairs. This is accompanied by *high-pitched laughter.*

Suddenly you see two disc-like creatures, each with four hands sprouting from their sides. They are holding little knives and are cartwheeling towards you with murder in their eyes.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First WHEELIE* | *6* | *6* |
| *Second WHEELIE* | *6* | *6* |

If you win, turn to **119**.






*A Goblin head pokes out of the guts of the bathysphere*



230

A Goblin head pokes out of the guts of the bathysphere, covered in grime and looking very frustrated.

"You don't happen to have a Wotsit on you, do you?" she asks you in an exasperated tone.

You're pretty sure you don't, even if you knew what one was.

"How about a Thingie?"

Still nothing. And you're just as confused.

You explain to her that you have no idea what she's asking for, but you do have a pressing need to commandeer the *Barnacle* in the name of the Sky Watch.

She emerges from the bathysphere, wiping her hands. "Is that right? Well, seeing as this is the only bathysphere that's even partway running right now, Officer, I'd say you need to do a bit more work than just commandeer it."

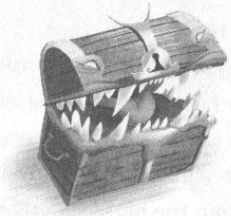
You apologize for your brusqueness and tell her that you're the only Sky Watch Officer still active on the archipelago and you're trying to find out what happened on Nimbus. You need a way to get down to the island and navigate the rough waters.

Matix looks you up and down appraisingly. "I like the cut of your gib, Officer. At least someone around here is trying to do something and not running around like a headless chicken. Tell you what, if you can find me a Thingie, and either a Doobry or a Wotsit, I can finish repairing the *Barnacle*, and then I'll lend her to you."



She points towards a small contraption that looks like those you've seen at the Goblin flyer ports. "You can charge your hover crystal in that," she says. One Gold Piece per charge. Very reasonable, I'd say."

If you have the Strange Metal Object from the Cirrus Watchhouse, turn to **62**. If not, turn to **2**.



**231**

You make your way down the left-hand passage. Your senses are alerted when the little glowing fish around you all go into hiding at once. Then you see it. Staring at you through the gloom is the snake-like face of a huge Electric Eel, and it is clearly not happy about its peace being disturbed. You can see elemental energy rippling over its skin. It swims closer to you, sizing you up and deciding whether you are worth the trouble.

If you want to engage the Electric Eel in combat, turn to **41**. If you'd rather not fight the monster fish, turn to **333**.

**232**

With the bridge now open, you step on to the pleasant



isle of Cirrus, which produces much of the magically enhanced fruit, vegetables and grains that feed Pangaria. You're nervous about what the magical energy released by Nimbus may have done to the vegetation. You look around and spot a plume of blue-green smoke in the distance. You also realize that the local Watchhouse is not too far away. That might be worth visiting for supplies.

To investigate the plume of blue-green smoke, turn to **137**. To investigate the local Watchhouse, turn to **49**.

**233**

You pluck up the courage and decide to try the Sky Bridge. (If you have Dav with you, he will stay on Cumulus and you will lose your attack and damage bonuses. Adjust this on your Adventure Sheet.)

You step on to the bridge; it sways gently beneath you. Somehow it feels less safe than wearing the hovers. You take a deep breath and, putting one foot in front of the other, begin to cross.

You notice that, although you can see the end of the bridge on Cirrus, part of the bridge near Cumulus is shrouded in cloud. As you approach you can hear a *hissing* sound coming from within. Something long and scaly scythes in and out of the mist. Will you:

Continue into the mist? Turn to **327**.

Return to Daxa and try another route? Turn to **180**.

**234**

The door finally breaks, and you enter the tower. You find yourself in a relatively bare stone chamber with stairs leading upwards. You begin your ascent. One step *creaks* ominously when you put your weight on it. You hear a faintly audible *click* and darts fly out of the wall at you.

*Test Your Skill.* If you are Successful, turn to **309**. If you are Unsuccessful, turn to **173**.

**235**

You take out the storm crystal and look at it; the damage on the inside of the crystal is a miniature version of what you can see all around you. Perhaps you weren't that far off when you thought it looked like the place had been hit by a hurricane.

If you want to explore upstairs, turn to **42**. If you would rather leave and go to the east dock, turn to **74**. If you want to leave and go to Matix's house, turn to **161**.

**236**

You venture down the half-flooded passageway and come to the body of the Saltwater Crocodile.

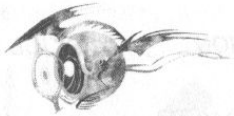
If you haven't cut open the creature's stomach and explored its contents, then turn to **183**. If you want to return to Nimbiferous Chamber, turn to **194**.



**237**

As you slowly creep into the cave you hear the sound that alternates between a *growling* and a *whining*. Something large approaches from out of the shadows, eyes aglow.

If Nemi is with you, turn to **55**. If Nemi is **not** with you, turn to **50**.



**238**

The spell leaves the chest and the lid sinks down, lifeless once more. Inside you find a flask of fire oil and a piece of paper. You unfold the paper carefully. It looks like a page torn out of a ledger from one of the fishery docks in Incus. A few names are marked on the page, but one name, *Commander Mathias Talliman*, has been circled several times. Scrawled next to it are the words *Where is he?*

You can add the Incus ledger page and the fire oil to your Adventure Sheet. (The fire oil can be used once to light a fire, or it can be used against an opponent at the start of a battle, and will automatically cause your enemy 3 *STAMINA* points of damage.)

You catch sight of yourself in a copper water jug; turn to **177**.

**239**

You remove *A Sting in the Tale: A Collection of Unexpected Endings* from the shelf. There's a *click* and something shifts. Before you can investigate it, a GIANT SCORPION emerges from behind a bookcase and, tail raised and stinger shining, it skitters towards you.

*GIANT SCORPION* *SKILL 10* *STAMINA 10*

If you win, turn to **373**.

**240**

You manage to swiftly get behind a tall cabinet. Turn to **162**.

**241**

You return to the street.

To now head for the rooftops, turn to **117**. To squeeze back down into the storm drain, turn to **79**. To abandon your Coin Bag and continue to the far side of the market, turn to **336**.

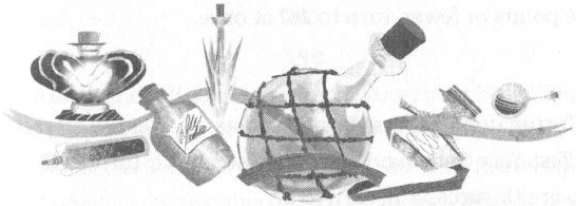
**242**

You head towards the east dock, hoping to find Matix and commandeer one of the bathyspheres to take down to the fallen Nimbus. You realize that you've never piloted one before, but then again, you've done a lot of things you've never done before in the last few hours.



Suddenly the feeling of responsibility and fear washes over you. Your mind is buzzing, but your pace slows. You need a rest. You spot a shed nearby with an empty hammock strung up inside. You try not to think about what might have happened to the fisherman who used it last.

To rest for a few hours, turn to **10**. To continue on to the east dock, turn to **74**.



**243**

When you reach the Watchhouse, you notice that some grapevines from the local vineyard seem to be growing closer to the building than you remember. You hurry inside.

The emptiness within reminds you of the loss of your friends and fellow recruits in the Sky Watch. You fervently hope that they still might be alive.

You head for the barracks, hoping that some of the recruits' chests might be open so you can search them for any useful supplies.

If Cirrus is your home island, turn to **15**. If Cirrus is not your home island, turn to **123**.

**244**

You tell Tideus that you don't have any food to give him. "Boo!" he bellows. "Boo! Boooooooo!" He then slaps his hands together and prepares to wrestle you.

*HUNGRY TIDEUS* *SKILL 9* *STAMINA 16*

If you manage to reduce the Sea Giant's *STAMINA* score to 6 points or fewer, turn to **267** at once.

**245**

Unfortunately, it spots you and zooms off. You run after it.

*Test Your Stamina.* It you are Successful, turn to **13**. If you are Unsuccessful, turn to **87**.



**246**

You hurl the fire oil and manage to hit the Goblin War Golem precisely near the Goblin trapped inside who is most afraid of fire – the one controlling the left leg of the contraption. The Goblin panics at the sudden flames and loses control of the leg. In turn, the Golem loses its balance and crashes to the ground. (Deduct 5 points from the War Golem's *STAMINA* score.)

But before Tideus can finish it off, the mechanical monster picks itself up again. Turn to **326**.



**247**

"Not your day, is it, Officer?" says the Goblin, pocketing your gold. "Want to try again?"

You decide that it's not worth the risk of losing more.

If you want to head for Hazi's place on the far side of the market, turn to **351**. If you want to head to the mill, turn to **261**. If you have not browsed the nearby stall, and want to, turn to **258**.

**248**

You duck and roll as a blade swishes over your head. You're not quite agile enough to avoid it, and the blade slices off an ear. (Lose 2 *STAMINA* points.) You stem the bleeding and wonder why anywhere in the Citadel would need a trap to protect it.

You're still wondering this as you walk forward and get slightly scorched by a fireball spat out by a statue embedded in the wall. (Lose 1 more *STAMINA* point.)

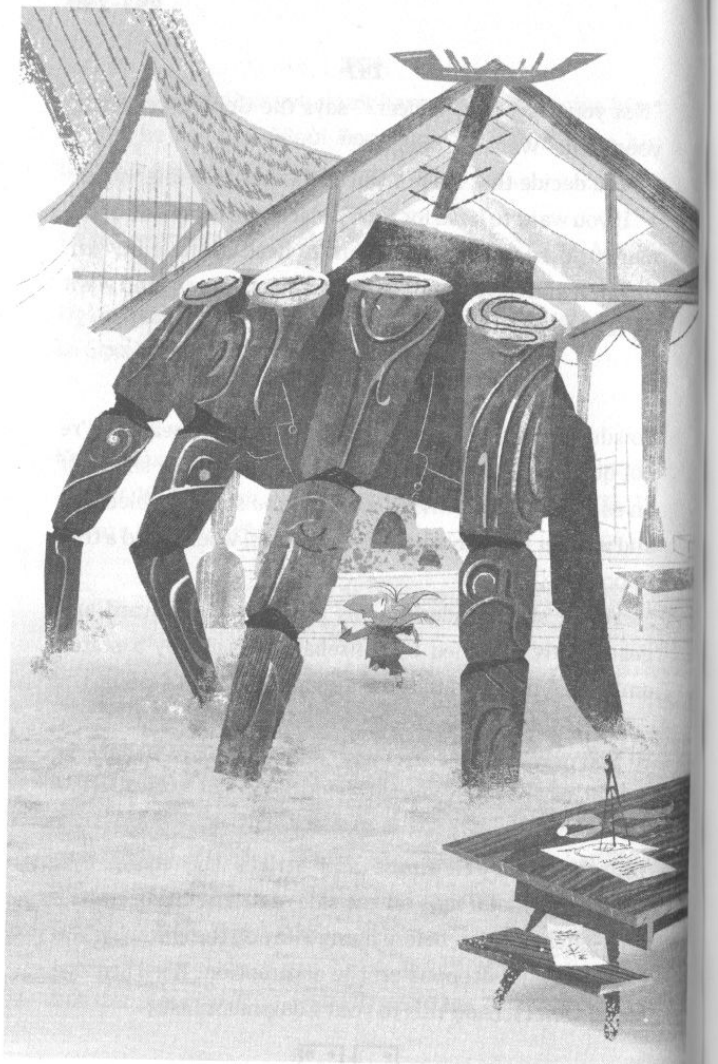
Make that traps.

You move ahead extremely cautiously. Turn to **210**.

**249**

Your boot is well-aimed and strikes the flying eye. Something metal falls off the side of it. The thing emits a high-pitched noise, before flying away up the chimney. You examine what dropped off the contraption. It's a Strange Metal Object. (Add this to your Equipment List.)





*It skitters crab-like across the ground towards you*



You're unharmed but can't shake the feeling that you're being watched. But there's no time to dwell on such things right now. There's nothing more to do here, so you leave the Watchhouse. Turn to **335**.

**250**

The crowd stands back as Nix places the charger against the large metal boulder and pulls the lever on the device. There's a *humming* noise. Nothing happens. He pulls the level up another notch. The *humming* gets louder.

Suddenly the boulder rises into the air. It looks like it's floating, but then it sprouts legs. Oddly, there are five of them. The boulder flips over and you realize what it is – a giant metal hand. The crowd screams and immediately flees at great speed, as does Nix.

You're left alone with the Giant Metal Hand. It skitters crab-like across the ground towards you. It suddenly rears up and you realize it's going to attack.

*GIANT METAL HAND* *SKILL 8* *STAMINA 11*

Each time you make a successful hit against the Giant Hand it does its battle move, which is to leap at you with all five digits outstretched. Roll one die for each digit; if you roll 1 or 2, the digit hits you for 1 extra *STAMINA* point of damage, but if you roll a 3 to 6, you deflect the blow and the Giant Metal Hand loses 1 *STAMINA* point.



If you win the battle, turn to **108**.

**251**

Nemi examines the door. "Doesn't look too tough. Let's barge it down together." You ready yourselves. "One, two, THREE!" shouts Nemi.

You both ram the door. *THUNK!* The wood splinters around the lock, and the door flies opens. You head inside.

You find yourself within the familiarity of your own Watchhouse and follow the sound of the *snoring*. It seems to be coming from the small back room off the barracks. As you enter you hear a *whooshing* noise and catch sight of a log heading towards your face.

*Test Your Skill.* If you are Successful, turn to **225**. If you are Unsuccessful, turn to **160**.

**252**

You pull the *Barnacle* up to the steps and clamber out. (You must now rely wholly on your own *SKILL* and *STAMINA* score, for as long as you remain out of the bathysphere.) The air pocket encompasses a large section of the Nimbus. You're not sure how long the oxygen will last, but at least the place isn't completely flooded.

"Hey! Hey, you! Help us! Please!"

You see two Sky Watch Officers heading towards you. One has been hurt and is being supported by the other. They are being pursued by bouncing spherical creatures



covered in spines. You must come to the aid of your Sky Watch comrades. Fight the Spinefish two at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First AMPHIBIOUS SPINEFISH* | 7 | 6 |
| *Second AMPHIBIOUS SPINEFISH* | 6 | 7 |
| *Third AMPHIBIOUS SPINEFISH* | 6 | 6 |

If an Amphibious Spinefish lands a hit against you, roll one die; if you roll a 5 or a 6, then the attack will cause you to lose 2 additional *STAMINA* points, as the Spinefish's spines are coated with a toxic secretion.

If you win, turn to **283**.



**253**

You rub the lemon over the page. Nothing happens.

If you want to light the lamp and hold the page close to the glass, turn to **23**. If you want to leave the tower and head north-east back to the maze of workshops and laboratories, turn to **111**.

**254**

The tentacles burst out of Caleb's chest like the blossoming of a terrifying black flower. They start slithering about, searching for prey. Caleb is beyond pain now, thankfully – but you are not!

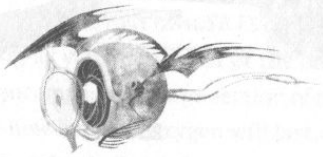
*OCTOBEAST* *SKILL 7* *STAMINA 6*

If you win, turn to **47**.

**255**

You reach the north end of Cirrus and look for the Goblin flyer which normally takes the inhabitants on to the other islands. You eventually find the flyer, but its balloon is deflated, and its Goblin pilot is rummaging angrily in his tool bag whilst muttering to himself.

You approach him carefully. Turn to **346**.



**256**

You leave the Citadel in the bathysphere.

If you haven't explored the caves yet, turn to **85**. To explore the seabed, turn to **394**.



**257**

You ask Yurik where you can find Elder Technomancer Vizigg's home.

"To the west, in an old bell tower. Right, I gotta get going, Officer. Good luck!"

He takes a full vial and passes it to you; it's a Greater Potion of Might. (Add the Greater Potion of Might to your Adventure Sheet; it will raise your Attack Strength by 2 points for the duration of one battle, and will also restore 2 *STAMINA* points. Also gain 1 *LUCK* point.) He then heads back into the workshop.

(Write the codeword **Vizigg** on your Adventure Sheet.)

You decide where to go next. There's the residential area, which is a little greener and quieter, and the workshop and laboratories section of the island, which is busier and more closely built-up.

You also notice a nearby device which charges up storm crystals. You can use it to get charge and return to Matix in Incus when you need to.

Do you want to head west, towards where the residents of Asperitas live (turn to **293**), or north, further into the maze of workshops and laboratories (turn to **111**)?

## 258

You browse a nearby stall.

You can buy some bread for 1 Gold Piece (which will restore 2 *STAMINA* points). or an apple pie for 2 Gold Pieces (which will restore 3 *STAMINA* points) or a Calming Potion for 2 Gold Pieces.

Choose what you want to buy and deduct the appropriate number of Gold Pieces from your Adventure Sheet.

If you want to head for Hazi's place on the far side of the market, turn to **351**. If you want to head to the mill, turn to **261**. If you want to engage in a game of chance and maybe increase your gold, turn to **304**.



## 259

As the body of the Great White Squark drifts down into the depths, you manage to activate the *Barnacle*'s suction tube on the right pincer and capture yourself a piece of fresh calamari. (Add this to your Provisions List. It will restore up to 3 *STAMINA* when eaten.)

You feel the water vibrate around you. You brace yourself, but nothing appears, and eventually the vibrations cease.

If you want to continue exploring the surface, turn to **120**. If you want to dive below, turn to **203**.



## 260

You see before you a fellow Sky Watch Officer who let his comrades walk into danger, and then tried to kill you. But can you really murder one of your own? Your brief hesitation gives him time to swing his sword upwards towards your leg. You move swiftly and the blade only deals a glancing blow (lose 1 *STAMINA* point). You bring your sword down and finish off the coward.

You search his body and find 1 Gold Piece and a Calming Potion. (Add these to your Adventure Sheet.) In his pocket you also find a crumpled note. It reads:

*Whatever you do, don't go to the Nimbus this morning.*

*Your friend,*

*Paxlo*

You recognize the name as being that of a Goblin who works over on Asperitas, the island of technomancy. You also find an Apple.

(Add these to your Adventure Sheet, making a note that the Apple will restore up to 2 *STAMINA* points when eaten.)

You leave the Watchhouse.

If you have not already visited the Great Waterfall, and want to do so now, turn to **328**. If you would prefer to find the nearest flyer, so you can get off this island, turn to **361**.



### 261

You make your way around the edge of the market, heading towards the mill. The ground begins to rumble beneath your feet. Market-goers start sprinting for cover and before you can ask what the fuss is about, the only shopkeeper left nearby shouts "RUN!" before quickly pulling down the wooden shutter on his shop with a loud *clonk*.

If Dav is with you, turn to **399**. If Dav is not with you, turn to **311**.

### 262

You struggle against whatever is restraining you, fervently trying to reach the surface. Just as your lungs are about to collapse, you manage to break free (lose 2 *STAMINA* points) and swim for the shore. Turn to **314**.

### 263

You vanquish the creature, but nothing seems to have changed. You look at the shelf and select a book you haven't already tried:

*Tooth and Claw: Famous Fights to the Death* Turn to **45**.
*Winged Menaces: Death from Above* Turn to **89**.
*A Sting in the Tale: A Collection of Unexpected Endings* Turn to **239**.
*Denizens of the Deep: Aquatic Beasts and How to Kill Them* Turn to **341**.



If you don't want to pick up any of the books, then there's nowhere else to explore in the library, so turn to **92** to return to the Nimbiferous Chamber.



### 264

You follow the beautiful voices as they sing their haunting melody out into the storm. Then suddenly, through the wind and the rain, you see them. Beautiful female figures sitting on the rocks ahead – human to the waist, with long colourful fish tails that shine with an iridescent light. The figures are brushing their hair and giving voice to the most beautiful melody you've ever heard. It seems to go right through you, making your skin tingle.

You move the *Barnacle* closer. There's a sickening metallic *crunch* as your poor bathysphere crashes against the rocks. You open the hatch and crawl out, weakly. As you lie dazed on the cold, wet ground, you wonder what rocks are doing in the middle of the ocean anyway.

As the creatures slither over to look at you, their beautiful faces all smiles and laughter, you think you are safe. But their smiles turn to grimaces as their fangs lengthen and their skin turns black. The last thing you remember is teeth. So many teeth.

Your adventure is over.



## 265

You put Methedus's shard on the ground and stand back. The shard starts to spin and rises into the air, drawing out the unstable elemental energy from the Canidor. Flapps starts to shrink in size. The glow leaves his eyes and his fur stops sparking.

Flapps licks your face, bounds out of the cave and takes off, heading for the Cloudkin farm. (Remove Methedus's Shard from your Adventure Sheet.)

You find a longsword, lying amongst the rocks and dirt at the back of the cave. (Record the longsword on your Adventure Sheet. If you use the longsword in battle, you may increase your Attack Strength by 1 point.)

You leave the cave.

If you want to investigate the Goblin flyer, turn to **361**. If you haven't been to the Watchhouse and want to go there now, turn to **40**.



## 266

The Octopus slithers away through a gap in the floor. The fisherman coughs and splutters as he struggles to catch his breath. He tells you his name is Caleb. You ask him how he came to be in such a predicament.

"I'd just brought my boat up after the Nimbus fell

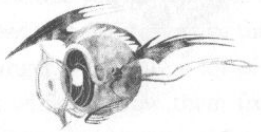


and the storms set in," Caleb wheezes. "I was cleaning her hull and suddenly I feel something drop on my head and . . . not sure of much after that, or how long I'd been stumbling around for, but somehow I made it back here."

Caleb's breathing starts to settle. He thanks you for your help and gives you 2 Gold Pieces. (Record these on your Adventure Sheet and gain 1 *LUCK* point.)

"Ever since we saw that last shipwreck, nothing's gone right," he mutters. "I mean it was there in the name, *Doombringer*. Doesn't exactly bode well, does it?"

To press Caleb for more information about the *Doombringer*, turn to **17**. To leave Caleb to rest and continue to the east dock, turn to **74**.



## 267

"OK, OK, yous got me," says Tideus, holding up his hands. "I owes yous an' yer little ball fingy one favour."

He hands you a conch shell, which you seize with one of the bathysphere's mechanical claws. "Blows on dis when yous needs Tideus."

(Add the Conch to your Equipment List.)

The Sea Giant then opens the Citadel door and



gestures for you to enter.

"I is gonna take a nap an' be nice an' ready fors my next fight!"

He plonks himself down next to the door and soon starts snoring loudly. It sounds like a cross between whale song and a localized underwater explosion. In between being buffeted about by the currents produced by his snores, you manage to enter the Citadel. Turn to **377**.



**268**

You hit the door hard, but it doesn't budge an inch.

You have a feeling your body will break before the door does. (Lose 1 more *STAMINA* point and 1 *SKILL* point from the injuries you have sustained trying to break into the bell tower.)

You decide to give up, which is probably what you should have done in the first place. Turn to **111**.



**269**

On entering the mill, you can see that the circle Methedus was floating above is covered in strange symbols. You ask what exactly he's doing, fearing that he may somehow be involved in the fall of the Nimbus.

"When the explosion happened, there was a Stormborn present," he explains. "I felt their energy and I also felt it leave after the Nimbus fell. Perhaps they were there when it happened and fled from the scene or maybe they're trapped down there, I don't know. I was trying to reconnect with their energy, but no matter what I do, I can't."

He's telling the truth. You feel it in your bones.

Methedus passes you a small crystal. It looks like a blank version of the one you have in your hovers.

"You might need this. You seem like the type that gets themselves in danger. There are a lot of nasty energies around and this will withdraw them from an infected creature, just as long as it's not too far gone. Once it's been taken over entirely, the crystal won't work. One use only, I'm afraid." (Add Methedus's shard to your Adventure Sheet.)

There's nothing more left to do here.

If you want to look for Hazi in the market, and haven't done so already, turn to **351**.

If you want to find the local Goblin flyer and head on for the other islands, turn to **26**.



*Two Harpies descend on you from out of the sky*



**270**

Feeling a little more in control of your hovers now, you head in the direction of Asperitas. This is the island of technomancy, the mechanical magic that underpins the levitation enchantments of the archipelago. From the air the island is a mess of workshops and laboratories from which a cacophony of *clangs* and *thunks* mixed with *bubbling* and *fizzing* noises can be heard.

You're close to landing when you hear a loud *birdlike scream* and two Harpies descend on you from out of the sky. You have no choice but to fight them together, before you can land.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First HARPY* | *7* | *6* |
| *Second HARPY* | *6* | *6* |

If you manage to kill the first Harpy, you get a chance to pull the second one to the ground. Roll one die; if you roll a 1 to 3, then you cause it 2 *STAMINA* points of damage instantly, but if you roll 4 to 6, you cause it 4 *STAMINA* points of damage.

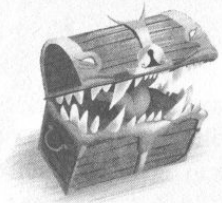
If you win, turn to **156**.

**271**

The scarecrow explodes in a ball of straw and cabbages. You breathe a sigh of relief. You've heard that cabbage leaves can be soothing, so you take two with you just in case. (Record the cabbage leaves on your Adventure Sheet, noting that each will restore 2 *STAMINA* points when used.)

Now you can reach the little shed, you find a small hand axe and a Calming Potion inside. (Record these items on your Adventure Sheet.)

If you want to head to the north of Cirrus and search for a Goblin flyer, turn to **255**. If you want to visit the local Watchhouse, if you haven't already done so, turn to **49**.



**272**

Vizigg laughs so hard that he has to sit down to regain his breath.

"Well, you've found them, Officer. I'm the one who brought the Nimbus down. But believe me, if I had not done so, things would've been a lot worse for Pangaria. These measures I took might have been extreme, but they were necessary in order to protect our archipelago and the world beyond."

You ask him what happened.

"You have taken a great risk in coming down here, and I'm sure it was no easy task, so I will assume that your intentions are honourable. As you are aware, Officer, I helped maintain the technomancy that keeps Pangaria aloft. When I retired, I kept my honorary title, but Krazic, one of my brightest and most ambitious apprentices, eventually became Chief Engineer, responsible for the day-to-day running and maintaining of the technomancy.

"I received word that Krazic had been taking an interest in Commander Mathias Talliman, a survivor brought to Incus from a wrecked Khulian warship. Together they had hatched a plan to use the secrets of Pangarian technomancy to develop weapons of war within Krazic's private workshop in the Nimbus."

You tell him that you have discovered some of this yourself, during your investigations.

Vizigg looks impressed. "Then you are a better Sky Watch officer than most!" He fiddles with his wrist contraption and the net loosens and retracts, returning to the sheath on his arm. You rub some feeling back into your limbs.

If you have the Codeword **Boreas** on your Adventure Sheet, turn to **98**. If not, turn to **284**.

**273**

The Goblin begrudgingly hands over your winnings. You hope to play again, but the Goblin waves you away: "You think I'm made of gold, eh?"

If you want to head for Hazi's place on the far side of the market, turn to **351**. If you want to head to the mill, turn to **261**. If you have not yet browsed the stalls of the market traders, and would like to, turn to **258**.



**274**

You decide to search for any clues that might tell you what happened in the Renard house, but find nothing of note. That is until you happen upon a small, sparsely furnished, and surprisingly neat room. This would seem completely normally were it not for the destruction and chaos you have seen everywhere else in the house.

If you decide that the neat little room needs further examination, turn to **296**. If you want to leave and go towards Matix's home, turn to **161**. If you want to leave, and head to the east dock and the bathysphere shed, turn to **74**.

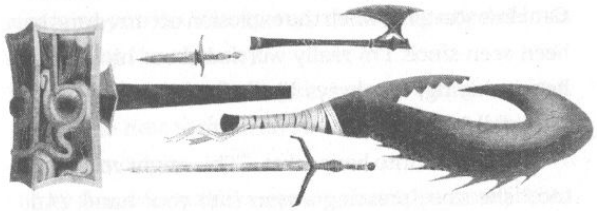


**275**

Your sword falls short and hits the pipe, knocking the fleeing Giant Cockroach out into the mud. It *hisses* at you and then makes a strange high-pitched *shrieking* sound. Another two cockroaches promptly emerge from the pipe and join it. The Giant Cockroaches advance on you hungrily.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First GIANT COCKROACH* | *5* | *5* |
| *Second GIANT COCKROACH* | *6* | *5* |
| *Third GIANT COCKROACH* | *6* | *6* |

You must fight the three overgrown insects at the same time. If you win turn to **367**.



**276**

You hurl the fire oil, but it hits the Golem's kneecap and bounces off, setting fire to a pile of rubble before flaming out. Turn to **326**.

**277**

"Good work, Officer," says the Cloudkin farmer, who introduces herself as Nemi. "I hate to take out a Cloudkin, but that one was too far gone."

You tell her that you are investigating what happened on Nimbus, as the last member of the Sky Watch still in Pangaria.

"Hmm, you might not be the last one," says Nemi thoughtfully. "I went by the Watchhouse just before the explosion and I heard snoring coming from inside."

Seems that someone else didn't make the meeting. You should probably look into that.

"Right, well, thank you for your help, Officer. I'd better clean this place up," says Nemi, looking around wearily. "You're welcome to keep the Cloudkin staff. And could you keep an eye out for Flapps, my best Canidor? Most of the Canidors scattered when the explosion occurred and haven't been seen since. I'm really worried about him. Hopefully, he's in hiding, he always liked the area up by the Great Waterfall."

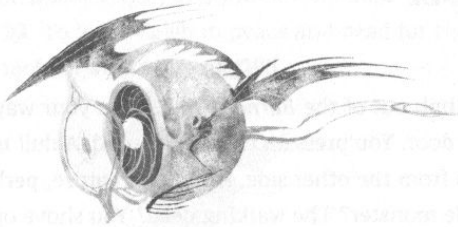
She reaches into her pocket. "This might come in useful too," she says, pressing a pear into your hand. (Add the pear to your Provisions and make a note that it will restore up to 2 *STAMINA* points when eaten.)

(If you choose to use the wooden Cloudkin staff in battle, you must reduce your Attack Strength by 1 point, against opponents that aren't Cloudkin, as it is more



cumbersome to use than your short sword. For now add the staff to your Weapons list.)

If you want to go towards the Altos Watchhouse, turn to **40**. If you want to go towards the Great Waterfall, turn to **328**.



**278**

The fireball bounces off your sword on to your boot and sets fire to your foot. (Lose 2 *STAMINA* points.) By the time you've put the flames out, the strange eyeball has flown away up the chimney.

You can't shake the feeling that you're being watched. But there's no time to dwell on such things right now – you need to get moving.

(Write the codeword **Eye-Spy** on your Adventure Sheet.)

Choosing something you've not already tried, will you:

Search your chest? Turn to **217**.
See what Silas found earlier? Turn to **134**.
Leave the Watchhouse? Turn to **335**.

**279**

You decide where to explore next in the Renard homestead.

If you want to explore upstairs, turn to **42**. If you want to leave and go to east dock and the bathysphere shed, turn to **74**. If you want to leave and go to Matix's house, turn to **161**.

**280**

You climb out of the *Barnacle* and make your way to the upper door. You press an ear to the wood. A dull *moaning* comes from the other side. Another creature, perhaps? A terrible monster? The walking dead? You shove open the door forcefully, prepared to meet whatever horrors await you on the other side. Turn to **188**.



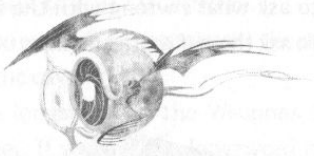
**281**

You know that occasionally the fishermen have been known to rescue shipwreck survivors from the tempestuous waters below Pangaria and, when possible, return them home. Once in a blue moon a survivor will need to be brought up to the archipelago for healing and ends up becoming a permeant resident of Pangaria. You ask Caleb if he knows any more about the survivor.



"He was pretty close to death when we got to him," recalls Caleb. "We had to bring him up here or he wouldn't have made it."

If you want to ask him the man's name, turn to **144**. If you want to ask him if there's anything else he knows about the *Doombringer*, and you haven't done so already, turn to **33**. To leave Caleb in peace and head for the east dock to look for Matix, turn to **295**.



**282**

You show Hazi the storm crystal shard you picked up on Cirrus. He examines it closely.

"This doesn't look like it's from one of the Nimbus storm crystals, but it's definitely come from something very large. Much larger than you would find used in most of the technomancy in Pangaria."

He sniffs the black substance on the shard. "Oil!" he exclaims. "This type is most popular on Asperitas. How strange."

He hands the storm crystal shard back to you. "If I were you, I'd take this to Methedus over at the mill. He might be able to tell you more about where it came from." Turn to **185**.

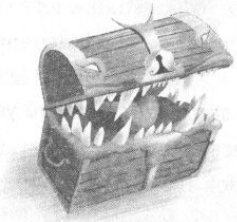
**283**

The Spinefish deflate with a sad squeaky noise.

"Thank you. How long have you been stuck here?" says the uninjured Officer whilst his injured friend sits down to rest.

You tell them that you've just arrived in a bathysphere to try to help the Nimbus.

To ask them what happened to the Nimbus, turn to **77**. If you want to ask what's wrong with the injured officer, turn to **356**. To ask them if there are many other survivors, turn to **197**.



**284**

Now it's your chance to ask the ancient Goblin a few questions.

To ask what has befallen him, turn to **11**. If you want to ask him why the Nimbus crashed, turn to **82**. If you want to ask about the ward on the Great Hall door, turn to **338**. If you want to ask what Vizigg is doing with the broken storm crystals, turn to **59**.



**285**

You hurl the Calming Potion towards Flapps, who grabs it in his teeth. The bottle breaks and the liquid pours into his mouth. It works quickly and Flapps starts to shrink in size. The glow leaves his eyes and his fur stops sparking.

Flapps licks your face, before bounding out of the cave and taking off, heading in the direction of the Cloudkin farm. (Add 1 point to your *LUCK* score.)

You find a longsword, lying amongst the rocks and dirt at the back of the cave.

(Record the longsword in the Weapons box on your Adventure Sheet. If you use the longsword in battle, you may increase your Attack Strength by 1 point.)

Leaving the cave, if you want to investigate the Goblin flyer, turn to **361**; if you haven't been to the Watchhouse and want to go there now, turn to **40**.

**286**

You run forward and sweep up the elderly Goblin. You manage to shelter his fragile little body with your own, but some of the falling debris hits you. (Lose 2 *STAMINA* points.) Turn to **216**.

### 287

You slip round to the back of the house. The door is slightly ajar. You push it open forcefully and see a terrified Goblin almost jump out of his skin. He's dressed in Asperitas worker clothes and you also notice he's wearing a belt with an ornate brass buckle with a *P* engraved on it. You tell him to stay still, but he shouts out a few strange words, unlocks the front door and bolts outside.

You hear something clattering down the rickety wooden stairs, accompanied by high-pitched laughter. Suddenly you see two disc-like creatures, each with four hands sprouting from their sides. They are holding little knives and are cartwheeling towards you with murder in their eyes.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First WHEELIE* | 6 | 6 |
| *Second WHEELIE* | 6 | 6 |

If you win, turn to **358**.

### 288

The corridor ahead seems familiar and you remember it's one that leads to the Citadel library. Maybe there are more survivors in there.



The corridor slopes downwards towards the library door. There's waist-high water around it. You're just about to open the door when you are knocked off your feet by a swishing tail.

You scramble on to a bench. A dark shadow slices through the water. It's a huge Saltwater Crocodile. There's no way you're going to get into the library without dispatching this beast.

If you want to fight it, turn to **398**. If you want to run back to the Nimbiferous Chamber, turn to **48**.



### 289

With an enormous shudder, the creature crashes to the ground. Slowly the market-goers return and start poking at the huge corpse.

"Nice work, Officer!"

"Do you think this can be roasted? Stewed, maybe."

"Worth a try!"

The stallholder cautiously raises his shutter.

"Well I never, you got it! Here, take some dried stink fruit and silk cloth on the house."

(You can add the silk cloth and the 2 dried stink fruit to your Adventure Sheet. The dried stink fruit will restore up to 2 *STAMINA* points each when consumed.)

You keep heading on for the mill. Turn to **64**.





*"I'll crack open that brass bubble and have squishy hooman for lunch*



290

You navigate to the main Citadel door. You're just gliding the bathysphere up the steps when you feel vibrations so strong that they push you back down. As you try to approach again, you see two large green legs like tree trunks come into view. You look up and see a grumpy-looking sea giant who plops himself down in front of the Citadel door, barring your way.

It could've been a lot worse. Sea Giants have had a largely neutral relationship with the Pangarians for many generations. They've even been known to trade with the fishermen. Still, they can be unpredictable and aggressive, so you approach with care.

"Was it you wot woke me with yer crashin' about?" he bellows when he sees you. "I is having a nice dream, when BOOM a dead Great White Squark hits me inna face. And I fink yous and yer little brass ball knows all about dis!"

You apologize to the Sea Giant.

"Course, den I has breakfast in bed," he says with a laugh that nearly knocks the *Barnacle* over. "But now I is peckish again." He stretches out his arms and flexes his muscles, which are the size of barrels. "Or maybes I needs a good wrestle with somefink. Or maybes I need food, ana wrestle. Yeah dat's it! You, me an' your little ball thingie, let's go!"

You tell him that normally you'd love to wrestle, but you need to get into the Citadel urgently.

"And Tideus needs to wrestle urgently! Tell you wot, if we wrestle and yous win, I'll owe yous a favour. If yous lose,



I'll crack open that brass bubble and have squishy hooman for lunch! But maybe if yous gotta snack for Tideus, Tideus go a little easier on yous."

The Sea Giant requires 4 *STAMINA* points' worth of food. If you have it and want to give it to him, turn to **166**. If you don't have food or don't want to share it with the Giant, turn to **244**.

**291**

You decide that a cooling swim would be most welcome.

If Altos is your home island, turn to **31**, but if Altos is not your home island, turn to **322**.



**292**

You descend a couple of floors and then come to a dingy tunnel. It's lit with small torches. Someone's been this way recently.

You move ahead. Suddenly there's a *whooshing* noise at around head height.

*Test Your Skill.* If you are Successful, turn to **34**. If you are Unsuccessful, turn to **248**.



**293**

You decide to head west to the residential area. Everywhere you go there are groups of Goblins, humans, the occasional Stormborn, and other species, discussing what happened at the Nimbus. The Goblins are taking what happened very personally, as it seems to be their technomancy which somehow failed and caused the crash.

You are moving down an alleyway when you hear a *buzzing* sound.

If you have the codeword **Eye-Spy** written on your Adventure Sheet, turn to **317**. If not, turn to **357**.

**294**

You ram the door and it gives, but doesn't break. (Lose 2 *STAMINA* points, as you injure your shoulder in the process.)

If you want to try ramming the door again, *Test Your Stamina* once more, subtracting 2 from the dice roll if you have an axe or club-like weapon with you; if you pass the test, turn to **234**, but if you fail the test, turn to **268**.

**295**

Caleb seems like he could do with some rest. You're about to go when he starts choking, as if he's swallowed something. You go to help him.

He pulls at his shirt, exposing his chest, and to the horror of you both, tentacles can be seen moving under



his skin. The creature on his head must've laid something inside him!

He *gurgles* and cries out as his skin starts to heave and stretch as whatever is inside him fights to get out. His eyes plead with you to end his torment.

If you want to put Caleb out of his misery, turn to **86**. If you would rather wait and see what happens, turn to **254**.

**296**

As you explore the little room, your eye is drawn to a glint under the bed. You crawl under and find a small Brass Button that looks like it belongs to a uniform of some kind; perhaps military. You suspect that this is maybe where Commander Talliman was staying. (You can add the brass button to your Equipment List.)

As you are pulling yourself out from under the bed, you notice a tiny bit of paper sticking out from under the skirting boards. You try to pull it out with your fingertips.

*Test Your Luck.* If you are Lucky, turn to **153**. If you are Unlucky, turn to **366**.

**297**

The contraption emits a high-pitched noise and sends a small fireball flying toward Silas. You launch yourself in front of your friend with your Short Sword outstretched.

*Test Your Skill.* If you are Successful, turn to **189**. If you are Unsuccessful, turn to **278**.



**298**

You don't see Cumulus at first, you smell it. The scents drift up to you from the numerous stalls and vendors who trade their wares in the large markets that dominate the island. The soft, spicy smells of gingerbread biscuits and cinnamon milk pudding mingle with the pungent aroma of stink fruit and sizzling fish steaks.

The smells of home bring a tear to your eye, and your mind drifts as you wonder if Cumulus is destined to suffer the same fate as Nimbus. You can already see the air around where the other island once was crackling with a strange elemental energy. Whatever brought the island down must have been incredibly powerful.

A *humming* jolts you from your musings, and the hovers begin to shudder. You tense your shoulders and move your upper body as you try to glide yourself down towards a safe and soft landing before the storm crystal's energy runs out.

*Test Your Skill.* If you are Successful, turn to **12**. If you are Unsuccessful, turn to **138**.

**299**

You start to follow the tracks along the bank. After a while the paw prints become muddy scuffs on the rocks leading to a cave hidden behind the waterfall.

If you want to enter the cave, turn to **237**. If you want to turn back and head for the Goblin flyer instead, turn to **361**.



**300**

You disorientate and weaken the Goblins controlling the legs. The War Golem topples to the ground.

(Deduct half the War Golem's remaining *STAMINA* points, rounding halves up.) Turn to **100**.

**301**

You try the handle of the Great Hall door. The ward around it pushes you back (lose 1 *STAMINA* point).

If you want to go back to the half-flooded area near the library, turn to **236**. If you want to return to the bathysphere, turn to **136**. If you decide to explore the kitchens, if you haven't already, turn to **9**. If you want to return to Vizigg, turn to **52**.

**302**

You manage to dispatch the Howl Cat, but you can't help feeling like someone sent it after you. You decide where to go next.

If you have the codeword **Vizigg** written on your Adventure Sheet, turn to **126**. If not, turn to **214**.

**303**

With a shake of its few remaining heads, the Dragon Fruit Tree sinks its roots back into the earth and becomes still again. The little dragon heads close their eyes and start to snore gently. The old woman looks relieved.



"Thank you, Officer," says the woman, who introduces herself as Maude, also known as "Maude the Mauler" from her adventuring days. "Good job you turned up when you did, I wasn't looking forward to trying to give those little fellows the old one-two punch." (Add 1 point to your *LUCK* score.)

Maude asks about what's happened over at the Nimbus. Her daughter is in the Sky Watch and went over there for the meeting. Maude is very worried about what might have happened to her.

If you want to tell her the truth, that you don't know, turn to **24**. If you want to tell a white lie and reassure her that everything is all right, turn to **329**.



**304**

You approach one of the gambling stalls. "Win or lose it all on the roll of a dice!" shouts the Goblin running the stall. "Roll a five or six to win! Double your money. What are you willing to bet, Officer?"

You can bet 1, 2 or 3 Gold Pieces. Then roll one die. If you roll a 5 or 6, you win and double the amount of Gold Piece you bet. If you roll 1 to 4, you lose your stake.

If you win, turn to **273**. If you lose, turn to **247**.



### 305

You head towards the light. As you get closer, you see the stranded boat. The fisherman has a lamp lit and he's pulling the shutter back and forth to create the winking effect.

"I heard you surface," he says. "Wanted to make sure you found me. Any luck with the conductor?"

You give him the Brass Rod, hoping it's what he was after. He looks pleased.

"Thank you, Officer. I'll have my boat up and out of here in no time now."

He scrambles up the mast and fits the conductor. The storm crystals fire up and the boat begins to rise out of the water. But before he disappears out of sight, the fisherman throws you some dried crab meat and a Potion of Might.

(There is enough dried crab meat to restore up to 3 *STAMINA* points when eaten. The Potion of Might will add 2 points to your Attack Strength for the duration of one battle only. Also gain 2 *LUCK* points for helping the fisherman. Update your Adventure Sheet accordingly.)

You watch the boat disappear upwards through the storm. Now it's time for you to continue your adventures. Do you want to:

Follow the sound of the singing? Turn to **264**.
Dive back to the caves if you haven't finished exploring them? Turn to **85**.
Or dive towards the large dim shape? Turn to **191**.



### 306

You step inside the Watchhouse and follow the sound of the snoring. It seems to be coming from the small back room off the barracks. As you enter you hear a *whooshing* noise and catch sight of a log heading towards your face.

*Test Your Skill.* If you are Successful, turn to **225**. If you are Unsuccessful, turn to **160**.

### 307

You can't let your coin bag be taken by this thieving beast! You give chase.

The Cockroach dashes down an alleyway. You follow and come to a dead end. You look around to see where it could have scurried off to, and see a broken storm drain grate, which you might be able to squeeze through, and some steps leading up to the rooftops of some small ramshackle houses.

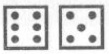
If you want to try the storm drain, turn to **171**. If you decide to head for the rooftops, turn to **117**.

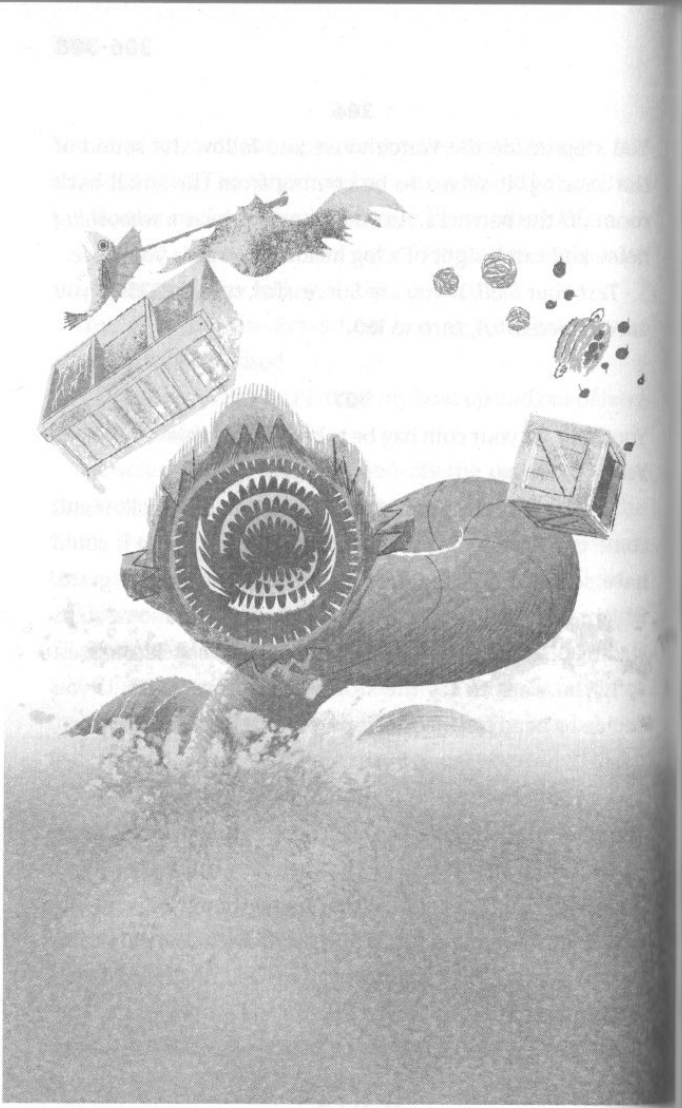
### 308

You show the fishermen the ledger page you found on Cirrus.

"It's from here," one of the men confirms, peering at it closely. "Don't recognize that name though. It's no one from Incus. Might be something to do with that ship from the mainland that went down a few months back. Don't know much about it. Maybe ask around."

To look for Matix at the east dock, turn to **242**. To head





*A huge, worm-like creature erupts from the ground*



for Matix's home in northern Incus, turn to **161**.

**309**

You successfully defect the darts with your cloak. Luckily, it's reinforced with fine light wires, making it very durable. You continue upwards, unsurprised that someone like Elder Technomancer Vizigg would have traps in his home. You reach a door. Turn to **83**.

**310**

The cold water reminds you of what's waiting for the Nimbus if you fail in your task – a watery grave! The water ripples around you, but nothing disturbs your swim. Turn to **73**.

**311**

You can see the earth bucking and cracking as something burrows through the soil towards you, sending market stalls flying.

With hands shaking, you select your best weapon as a huge, worm-like creature erupts from the ground. It seems to have no eyes, but it makes up for that with the number of glistening fangs it has in its huge, gaping mouth, which is heading straight for you.

*TUNNELLER BEAST* *SKILL 8* *STAMINA 9*

If you win, turn to **289**.

312

You direct the *Barnacle* forwards through the storm-tossed water, searching for any evidence of the Nimbus. The waves toss you about and you can't help but vomit into the copper bucket that Matix helpfully provided. (Lose 1 *STAMINA* point.) After that you start to feel a little better.

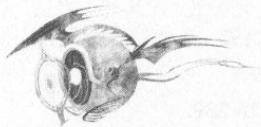
You see a small light object on a wave ahead of you. You get closer and realize that it's a Goblin-made pie. You wonder what kind of pastry the Goblins use, because their snacks are certainly durable!

Suddenly a tentacle reaches up and snatches the pie.

A great monster rises from the water and makes for the bathysphere. With the head and upper body of a monstrous shark, and the tentacle-covered lower body of a giant squid, this is the Great White Squark and it wants you as its next meal. Taking a firm hold of the *Barnacle*'s controls, you prepare to battle the sea monster, using the craft's mechanical claws.

*GREAT WHITE SQUARK* *SKILL 9* *STAMINA 10*

If you win, turn to **259**.





313

You look around the room. It's not just one room but several knocked into one. There are various workbenches and metalworking tools and pieces of equipment all over the place. It looks like the floor of the rooms above have been removed to create an extra high ceiling. Nearby are metal frames and ladders, suggesting that something very big was being worked on in here. There is also what looks like a large central platform, and from the lever nearby it looks like it could have been raised and lowered.

You start scavenging. You find a black candle and a Potion of Proficiency. (Add these to your Adventure Sheet. When you drink the potion, you may ignore any penalties you suffer from using your weapon of choice and add 2 points to your Attack Strength for the duration of one battle only.)

You wonder what to do next.

To climb back down to Halleck in the room below, turn to **43**. To test the lever, turn to **143**.

314

You reach the shore, vowing to never go for a swim again!

If you want to walk along the bank to get closer to the Great Waterfall, turn to **75**. If you want to go back and head for the Watchhouse instead, if you haven't been there already, turn to **40**.



**315**

You pick up the sketches and realize with a shiver that they're drawings of you. There's even one of you walking around Asperitas that must have been drawn quite recently.

You can also see notes that detail your movements around the islands. Whoever lives in this house has been very interested in what you've been up to.

You're filled with rage. You look at the contraption charging the Eye-Spies and see that it regulates the level of charge the storm crystals are receiving.

Do you want to try to overload the charge and destroy the Eye-Spies (turn to **389**), or would you prefer to explore the ground floor, if you haven't already done so (turn to **182**)? Alternatively, you can leave the house by turning to **149**.

**316**

Wrenching on the controls, you manage to move the *Barnacle* away from the falling rocks. The rockfall ceases, but the tunnel ahead is now blocked. There's nothing for it but to go back the way you came and explore elsewhere.

To take right fork, if you haven't already, turn to **101**. To head for the large dim shape, turn to **191**.

**317**

You recognize that sound; it's the same as you heard in the Cirrus Watchhouse! And sure enough there's another



flying metal-and-glass eye watching you from above. You watch it, in turn, from the corner of your eye until it flies off. You decide to follow it.

Roll one die. If you roll a 1 or 2, turn to **76**. If you roll 3 or 4, turn to **142**. If you roll a 5 or 6, turn to **339**.



**318**

You hurl the fire oil towards the Goblin War Golem.

*Test Your Luck.* If you are Lucky, turn to **246**. If you are Unlucky, turn to **276**.

**319**

You quickly identify a good hiding place and fling yourself towards it.

*Test Your Luck.* If you are Lucky, turn to **240**. If you are Unlucky, turn to **97**.

**320**

You decide to visit Cirrus, the farming isle, using your hovers. Daxa charges them up, and with a running jump you take off into the air, leaving the markets of Cumulus behind you.

(If you have Dav with you, he will stay on Cumulus and you will lose your attack and damage bonuses. Adjust this on your Adventure Sheet.) Turn to **105**.



**321**

"I didn't think you were going to make it!"

A familiar voice breaks you from your thoughts. It's Silas, an old friend of yours and the best vine wrangler in the whole of Cirrus. "I saw the explosion from here. What happened?" But you have no idea, and those who do have just plummeted into the Ocean of Tempests far below.

You touch your badge sadly as you realize that you may be the only member of the Sky Watch left in Pangaria. Sadness gives way to a new resolve. You're going to find out what happened to Nimbus before the rest of Pangaria starts to fall from the sky.

If you can charge up Halleck's hovers, you will have a valuable piece of equipment at your disposal. You've also managed to keep hold of his Coin Bag. You're pretty sure that he won't mind you borrowing it in the line of duty. (Add 10 Gold Pieces to your Adventure Sheet.)

You check your waist; your trusty short sword is still there. You get the feeling you might need it. (Add the short sword to your Weapons List on your Adventure Sheet.)

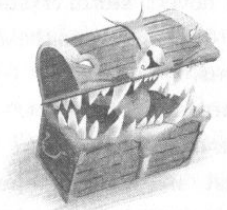
"I admire your resolve, my friend," says Silas, supportively slapping you on the back. "I'd better come with you and bring my best pitchfork. Something out there clearly wants to keep you alive and I aim to help it. At least whilst you're on Cirrus. How about we investigate the plume of blue-green smoke coming from that far field? I don't like the look of that one bit."



Silas's support is heartening. As long as he is travelling with you, you may add 2 points when calculating your Attack Strength, you may increase any damage you cause by 1 point, and you may reduce any damage you suffer in battle by 1 point. (Make a note of this on your Adventure Sheet.)

"Right," says Silas. "Where are we off to?"

If you want to go to the local Watchhouse to search for supplies, turn to **49**. If you want to investigate the plume of blue-green smoke, turn to **137**.



**322**

You dive into the lake. For a few moments the feel of its cooling waters closing over you is refreshing and delightful. Until, that is, you feel something grasp your ankle.

Roll one die. If you roll a 1 or 2, turn to **154**. If you roll a 3 or 4, turn to **262**. If you roll a 5 or 6, turn to **359**.

**323**

When you finally reach the flyer port, you find a crowd of annoyed Incus residents milling about the place. You

push your way through to speak to the pilot.

"The flyers have just been locked down by the island governors," he explains. "They won't allow us to fly our routes until further notice."

You tell him that you're on official duty for the Sky Watch.

"I'm sorry, but unless you have special paperwork from your commander, you're not getting on a flyer," says the pilot, resolutely crossing his arms.

Looks like you'll have to rely on your hovers. You go to charge up your hovers' storm crystal in the charging station. You put 1 Gold Piece into the slot.

Nothing happens.

"It's broken. Sorry," says the pilot.

You ask for your money back.

"I'll need that in writing," he says, a trifle too smugly. "I'm not responsible for malfunctioning technomancy, Officer."

(Deduct 1 Gold Piece, if you haven't done so already.)

Clearly you are going to have to find another way to leave the island, so you head north towards Matix's home. Turn to **161**.

### 324

You toss Tideus the Potion of Power. He catches it in his mouth and swallows it down. He looks down at his enormous blue hands and balls his fists excitedly.



(Increased both Tideus's *SKILL* score by 1 point and his *STAMINA* score by 3 points, and make a note of these adjustments on your Adventure Sheet.)

"Tideus feel mor powerful! Wot else yous gots?"

If you want to give Tideus a Healing Potion or a Greater Healing Potion (and you haven't already), turn to **99**. If you want to give Tideus a Potion of Might (and haven't already), turn to **114**. If you've given him everything you can, turn to **129**.

### 325

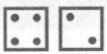
You head for the old workshop, suspecting that maybe this fallen object came from the Nimbus explosion. It takes you a while to find it, but when you do there's a small crowd gathered nearby. The object looks like a larger metal boulder. A Goblin is trying to attach some kind of device to it. The device has a charged storm crystal inside it.

You ask a bystander what's going on.

"It's technomancy, but nothing like anyone's seen before," they explain. "Nix is going to give it a charge up and see what happens. It has already half-destroyed his workshop, so he's keen to get rid of it."

Will you:

Tell Nix that this isn't a good idea? Turn to **19**.
Let Nix charge the metal boulder and see what happens? Turn to **250**.





*The mist begins to undulate as the hissing creature comes closer*



**326**

Tideus and the Goblin War Golem continue their battle.

If you and Tideus are the first to win two of the next three Attack Rounds, turn to **388**. If the Goblin War Golem is the first to win two of the next three Attack Rounds, turn to **167**.



**327**

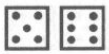
You decide to confront whatever lurks in the mist. As you get closer, the mist begins to undulate as the hissing creature comes closer. It rises out of the fog, lightning rolling off its long, scaly body. It's a Lightning Serpent, a rare and extremely dangerous beast.

And now you're going to have to deal with it.

*LIGHTNING SERPENT* *SKILL 9* *STAMINA 9*

If the Lightning Serpent makes a successful strike, roll one die; if you roll 4 to 6, it does double damage, as forked lightning blasts from its mouth. If you hit it, using a metal weapon, roll one die, and if you roll 5 or 6 you suffer 2 *STAMINA* points of damage too, as you are electrocuted!

If you win, turn to **95**.

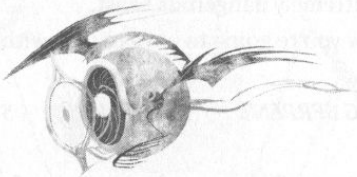


**328**

You head out towards Altos's Great Waterfall. It is a source of water so pure that many Pangarians believe it holds healing properties. Every summer they come to bathe in the azure-blue pool at the foot of the waterfall in order to cure all their ills.

You climb closer until you find yourself on a rocky outcropping overlooking the pool. The water looks deep and strangely dark. You feel hot and bothered. You've been working hard at your investigations. A nice cool dip in these waters could be just what you need.

If you want to take a swim in the lake, turn to **291**. If you want to walk along the bank to get closer to the Great Waterfall, turn to **75**. If you want to go back and head for the Watchhouse instead, if you haven't been there already, turn to **40**.



**329**

You tell her that the authorities are working on a solution and that she shouldn't worry. You're sure Nimbus will be back in Pangaria soon. Maude gives you the hard stare, weighing up what you said. Turn to **364**.



**330**

You feel you've interrogated the Officers enough. You tell them to find somewhere safe to hide out while you continue your search. You keep your weapon drawn and head down the passageway. The air is already starting to smell a little fetid. Turn to **390**.



**331**

"I wouldn't if I were you, Officer. Not until the storms pass. But if you're hell-bent on reaching it, I'd say that you'd have to take one of our bathyspheres. That means going to see Matix. You can usually find her either at the main bathysphere shed at the east dock, or her home near the north flyer port."

If you have the Incus ledger page from Cirrus and want to ask them about it, turn to **308**. To look for Matix at the east dock, turn to **242**. To head for Matix's home in northern Incus, turn to **161**.

**332**

The sword hits the creature's wing. It drops what it was carrying and prepares to fight you.

*WINGED GREMLIN* *SKILL 5* *STAMINA 4*

If you win, turn to **122**.



### 333

You don't want to take any unnecessary risks with the *Barnacle*. Keeping one eye on the creature, you carefully reverse out of the passage.

To take the right fork, if you haven't already, turn to **101**. To head for the large dim shape, turn to **191**.

### 334

Tideus crashes to the floor, the Goblin War Golem's axe fatally imbedded in his skull. You hit the ground hard and roll for a few feet. You see the Goblin War Golem lifting one of its giant metal feet. You're too injured to move. You see the foot descend. Closer and closer. Then all goes black.

Your adventure is over.



### 335

You head for the Watchhouse door. You're just about to step through when *whoosh, whoosh, whoosh* – vine tendrils shoot across in front of you, blocking your exit. A bunch of grapes explodes, showering you with an acidic goo. (Lose 2 *STAMINA* points.)

The rest of the vines start to creep across the ground towards you.



If you want to use a Calming Potion on the plant, turn to **223**. If not, you are going to need to fight the vines if you want to get out of here alive.

*GRAPES OF WRATH* *SKILL 7* *STAMINA 8*

If you win, turn to **32**.

### 336

You continue your journey across the market, this time being more wary about who, or what, might be following you. You've not been travelling for long when a young Goblin comes running up to you with an anxious look on his face.

"I heard you were looking for me?" he pants, struggling to catch his breath.

This is definitely no Stormborn, so it must be Hazi.

"Do you have any news about him? Did he send you?"

Confused, you ask who he's referring to.

"Vizigg the Elder Technomancer, of course! You mean he hasn't sent word?"

You shake your head and explain that you're investigating what happened on Nimbus and were told you should speak to him.

Hazi sinks down on a crate, looking miserable. "I used to be an apprentice of his before he retired. He always comes here to have breakfast, but today he missed it, with no



explanation. If you're heading to Asperitas, do you think you could check his house? I don't have enough coin for the flyer ride."

You assure him that you will.

"Thank you, Officer," says Hazi, looking a little more relieved.

You ask him whether he has any idea what might have happened on Nimbus.

"I've not worked there for a few years, but I still can't understand what could have caused the crash. Nimbus, like all our islands, is held up by large storm crystals. Unlike the crystals in your hovers, the island crystals are strong enough to hold their energy perpetually. If the crystals failed, then something caused that to happen. I fear it was no accident."

Add the codeword **Hazi** to your Adventure Sheet.

If you have the storm crystal shard from Cirrus, turn to **282**. If you don't have the Storm crystal shard from Cirrus, turn to **185**.

### 337

You are just about to set off into Incus, when a cloaked figure runs up and presses a small package into your hand. "Galen says thank you," the figure hisses, before running off.

You carefully open the package. It contains 2 Gold Pieces and a Potion of Proficiency. Seems like Galen kept his word to help you. (Add these items to your Adventure Sheet. When you drink the potion, you may ignore any penalties you suffer from using your weapon of choice and add 2 points to your Attack Strength for the duration of one battle only.) Turn to **90**.





### 338

You ask Vizigg about the warded Great Hall.

"After what went on, I couldn't let what might still be alive in there get out. So, I warded it whilst I worked on a solution. The ward will only last as long as I do, and my strength is fading fast."

If you want to ask him why the Nimbus crashed, and haven't already, turn to **82**. If you want to ask what Vizigg is doing with the broken storm crystals, and haven't already, turn to **59**. If you want to ask what's happened to him, and you haven't done so already, turn to **11**. If you are done asking him questions, turn to **170**.

### 339

You attempt to track the flying eye from below the on the streets of Asperitas. You manage to follow it surreptitiously to a cluster of houses on the outskirts of the residential area. Turn to **38**.

**340**

You rummage in your pack until you find something which might act as a glue. You hand it over to Grax. (Cross it off your Adventure Sheet.)

"Perfect!" he says, delighted. "Give me a few minutes and I'll have her ready for you. I only have Incus on my licenced route, so if you want to go to Asperitas, you'll have to go to the north end of Incus and pick up the Goblin flyer from there. As for Altos or Cumulus, you'll have to use your hovers. Just tell me where you'd like to go."

If you want to charge up your hovers for 1 Gold Piece and fly to Altos or Cumulus, turn to **80**.

If you'd like to take the flyer to Incus, the fishing island, turn to **8**. (If you have Silas with you, he will stay on Cirrus and you will lose your attack and damage bonuses. Adjust this on your Adventure Sheet.)

**341**

You select *Denizens of the Deep: Aquatic Beasts and How to Kill Them* from the shelf. Water starts to pour from the pages and pool on the floor. From the pool rises a large Sea Troll. Confused, angry, and putting the blame for its sudden predicament squarely on you, it attacks.

*SEA TROLL* *SKILL 8* *STAMINA 9*

If you win, turn to **263**.



**342**

You decide to visit Altos, the water island. Daxa charges up your hovers and, with a running jump, you take off into the air, leaving the markets of Cumulus behind you.

(If you have Dav with you, he will stay on Cumulus and you will lose your attack and damage bonuses. Adjust this on your Adventure Sheet.) Turn to **103**.

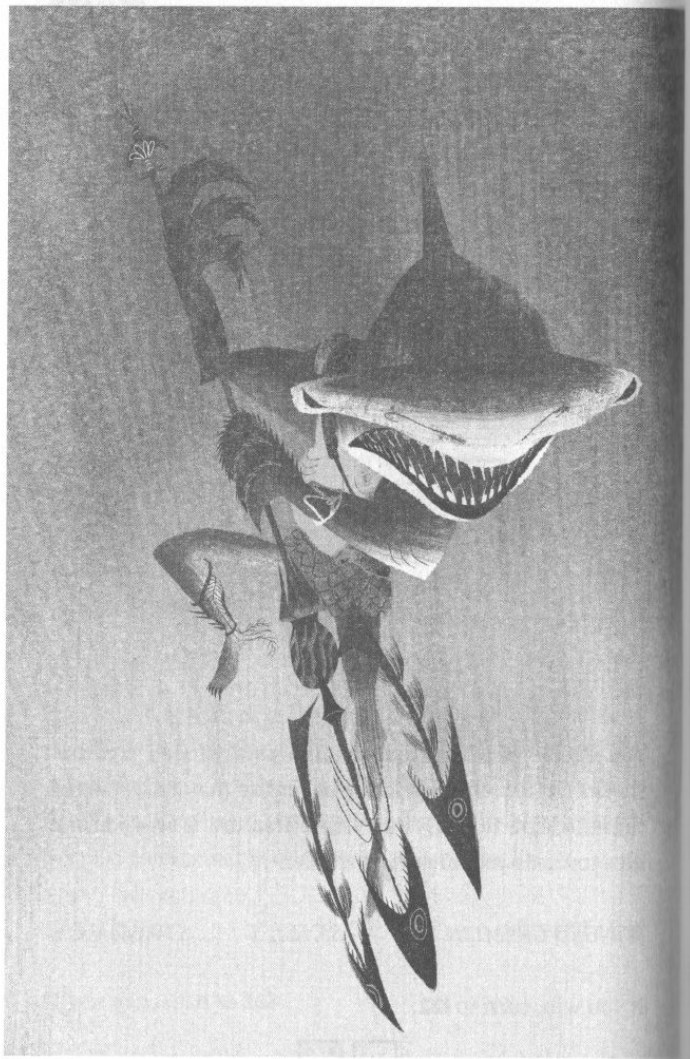


**343**

You decide to stand your ground as a winged creature shakes the ash off itself, and you realize that it's a Winged Gremlin; a particularly nasty little creature. It sees you and flies towards you *screeching* wildly.

*WINGED GREMLIN* *SKILL 5* *STAMINA 4*

If you win, turn to **122**.



*This fearful creature has the head and lifeless black eyes of a shark*



344

You take the *Barnacle* down the right-hand passage which is still completely flooded. There are fewer bodies here, but then you realize that the ones that are still around are horribly savaged and have been torn to shreds. You urge the *Barnacle* ahead with caution.

Suddenly there's a loud *CLANG!* and the bathysphere is sent spinning through the water.

Thinking that you may have hit something, you steady the craft before turning around to see that something has hit you instead: the trident of an angry Shark-Kin. (Deduct 2 points from the bathysphere's *STAMINA* score.) This fearful creature has the head and lifeless black eyes of a shark, with a dorsal fin in its back, but humanoid legs and savage claw-like hands.

*SHARK-KIN* *SKILL 9* *STAMINA 9*

If the Shark-Kin gets a successful strike then he will send the bathysphere spinning off with a swish of his Trident; for the next Attack Round you must reduce your Attack Strength by 1 point, due to the disorientation you are feeling. If you win, turn to **365**.

### 345

The name Boreas is familiar to you. You remember Methedus telling you that he was the Stormborn who made the storm crystal that landed in Cirrus, and that he also felt his presence in Nimbus when it fell. Perhaps Boreas has been making storm crystals for whatever Krazic has been working on in secret.

You exit the room and look at the chaos in the house, and the deep grooves on the walls. Now you know how deeply a Stormborn was involved, you can't help but think that maybe Boreas was behind the destruction that's wreaked this havoc. You suspect foul play is at work, although there are no bodies to prove that. But from what that diary entry said, there may be even worse to come for Pangaria.

There's nothing left to do but press on.

To leave and go towards Matix's home, turn to **161**. To leave and head to the east dock and the bathysphere workshop, turn to **74**.

### 346

"Would you look at that?" he grumbles, gesturing to his damaged balloon when he sees you approach. "I was just having a spot of lunch and minding my own business, when I hears a huge bang and a great big rock hits the old girl and gives her a gaping big hole in her side! And I dropped my best pie over the edge of the island!"



He sadly strokes the deflated balloon. "There, there, old girl," he murmurs gently. "Soon as Grax finds you a patch and some glue, we'll get you up and floating about again."

You ask if you can be of any help.

"Thank you, Officer," says Grax, looking a little more cheerful. "If you happen upon something I can fashion into a patch, that would help. Or if you've got some coin, you can charge up the crystal in those hovers of yours. They won't take you to the furthest islands, but they should get you to Altos or Cumulus. Usually you'd be able to use the Sky Bridge to Cumulus, but it's been closed, due to some unusual energies on the Cumulus side, so your hovers or my flyer are your best bet for now.

If you have a cabbage leaf or a silk cloth, turn to **200**. If not, you have no choice but to pay to charge up your hovers – turn to **80**. If you do not have any Gold Pieces, you can continue no further and your adventure is over.



### 347

You're back in the antechamber.

If you have the codeword **Nimbi** on your Adventure Sheet, turn to **92**.

If not, and you want to continue to the steps ahead, and haven't done so already, turn to **252**. If you want to leave the Citadel, turn to **256**.



**348**

You stand up to see Galen Hillcroft, a fellow Altos Sky Watch recruit, looking confused and holding a burning log from the fire.

"It's you!" Galen exclaims. "But how did you get out of the Cita—"

He stops himself. You feel the anger rising within you. Did he know what was going to happen? Before he can react, you pin him against the wall, with your sword at his neck, and demand he tells you what he knows.

"Nothing, I swear, I just got a message saying not to go to the meeting at the Citadel on Nimbus this morning. It didn't say why. When I saw what happened, I decided to hide out here. I think I dozed off for a minute or two."

You ask him who sent the message. He's reluctant to answer, and although you hate to threaten a fellow Sky Watch Officer, this is not a time for secrets. You push your sword against his throat.

"Easy, easy, you know me. I wouldn't do something like this, would I?"

He's right, you're having a hard time believing Galen is responsible for bringing down Nimbus; he's far too lazy for a start. You relax your grip and lower your sword.

Galen seizes the opportunity and shoves you back hard. By the time you regain your balance, he has grabbed a sword of his own.

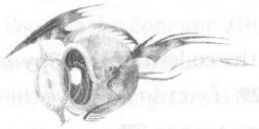
"Only one of us is getting out of this Watchhouse alive.



And I'm telling you now, pal, it's gonna be me."

*GALEN HILLCROFT* *SKILL 7* *STAMINA 7*

If you manage to reduce your opponent's *STAMINA* score to 3 points or fewer, turn to **374** at once.



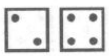
**349**

You explain that you must find the Nimbus first, but once you have done, you'll send help for him. The fisherman doesn't look very convinced and stuffs the wool tufts back in his ears. (Lose 1 *LUCK* point.)

You continue deeper into the storm. Turn to **93**.

**350**

As you climb the wooden stairs you can hear a *rhythmic metallic grating* sound. You reach the upper room and see two beds. They are both unmade and unoccupied. Near the end of the room is a hatch connected to a large cage in which you can see three of the metal Eye-Spy creatures, sitting on perches like birds. They seem to be sleeping, making small snoring noises, as they dream of . . . whatever it is that large metal eyeballs dream of.



Nearby is a large crystal ball and surrounding it are pages and pages of notes and sketches.

You look harder at the sleeping Eye-Spies and see that there are tiny storm crystals inside them. You can also see that the perch is made of metal and wires, connected to a box-like device with a prominent lever. The Eye-Spies are perching on little nests which you realize must be charging the crystals.

If you have the codeword **Eye-Spy** on your Adventure Sheet, turn to **29**. If you do not have the codeword on your Adventure Sheet, turn to **315**.

**351**

You continue through the main market. A few market-goers nervously ask you what's going on and if they are safe. You tell them that you're investigating matters and they should carefully continue their business as normal until they receive further information. Privately you have no idea what that information is going to be, or if anyone is safe, but there's no sense in creating more panic.

You're walking along, taking in the sights, sounds and smells at the market, when you feel a light tugging at your belt. You turn to see a creature that looks like a Cockroach the size of a dog skittering off with your Coin Bag in its mouth.

If your Coin Bag is empty, turn to **336**. If your Coin Bag still has some money in it, turn to **355**.



**352**

You decide to head to the bell tower. After all, you told Hazi you would check on Elder Techromancer Vizigg. It takes a bit of time to reach the tower, but thankfully there are no more ambushes.

You clang the brass bell by the door, but there's no answer. Either Vizigg's not at home, or something's happened to him. You test the door and discover its locked. It looks strong. You square up to it.

*Test Your Stamina*, subtracting 2 from the dice roll if you have an axe or club-like weapon with you. If you pass the test, turn to **234**. If you fail the test, turn to **294**.

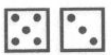
**353**

With a last roar of thunder the Stormkin disintegrates into thin air.

The Cloudkin farmer is your friend Nemi, and she throws her arms around you. "I was so worried about you," she cries. "I heard that something terrible had happened on Nimbus, but then the Cloudkin went stormy and all hell broke loose. Most of the other workers fled, but I wasn't going to give up my farm that easily!"

You tell Nemi that you are investigating what happened on Nimbus, as the last member of the Sky Watch still in Pangaria.

"Hmm," says Nemi thoughtfully. "You might not be the last one; I went by the Watchhouse just before the



explosion and I heard snoring coming from inside."

Seems that someone else didn't make the meeting. That sounds like something you should check out.

"Right, well, the farm is safe for now. How about you keep the Cloudkin Staff and I come with you on your travels? Well, at least on Altos. I can back you up in a fight and I want to find out what's happened to Flapps, my best Canidor. Most of the Canidors scattered when the explosion happened and haven't been seen since. I'm really worried about him. Hopefully, he's in hiding; he always liked the area up by the Great Waterfall. And here, you'd better take this." She passes you a Healing Potion. (This will restore up to 4 *STAMINA* points when drunk.)

With Nemi by your side you can add 2 points when calculating your Attack Strength, you may increase any damage you cause by 1 point, and you may reduce any damage you suffer in battle by 1 point. (Make a note of this on your Adventure Sheet.)

(If you choose to use the wooden Cloudkin staff in battle, you must reduce your Attack Strength by 1 point against opponents that aren't Cloudkin, as it is more cumbersome to use than your Short Sword. For now, add the staff to your Adventure Sheet.)

Now you just have to decide where you and Nemi will go next. If you want to go towards the Altos Watchhouse, turn to **40**. If you want to go towards the Great Waterfall, turn to **328**.



**354**

You jump out of the way as part of the ceiling collapses directly above you, but you're not quite fast enough and some of the broken floorboards hit you on their way down. (Lose 3 *STAMINA* points and 1 *SKILL* point.)

Once you've recovered, you notice the strange marks on the walls of the house, for the first time. They look like ridges or large scratches. Something very strange has happened here.

If you have the storm crystal shard from Cirrus, turn to **235**. If not, turn to **279**.

**355**

Remove all the Gold Pieces from the Gold Box on your Adventure Sheet.

If Dav is with you, turn to **141**. If Dav is not with you, turn to **307**.

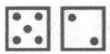
**356**

You ask the Officer about what happened to his friend.

"Hey! I ain't dead, you can still talk to me!" says the injured Officer grumpily, and introduces himself as Bal.

"I got a leg full of spines from one of those bouncing beasties. You don't have a healing potion on you, do you?"

If you have a Healing Potion on you and want to give it to Bal, turn to **107**. If you want to ask them what happened to the Nimbus, turn to **77**. If you want to ask if there are



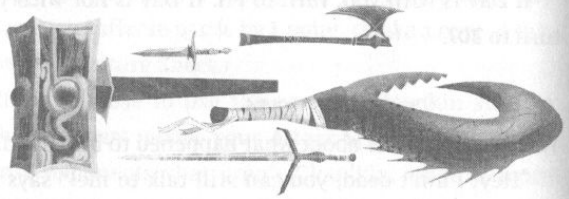
any other survivors, turn to **197**. If you've asked them everything you want to, turn to **330**.

**357**

You stare at the thing making the *buzzing* noise. It looks like a metal eye, about the size of a grapefruit, and instead of an iris, you realize that the metal contraption has a large lens. It is held up by small wings, reminiscent of your hovers. The eye zips around, blinking at you. It's unnerving and you can't shake the feeling that you're being spied on. Suddenly it flies off.

You decide to follow it.

Roll one die. If you roll a 1 or 2, turn to **76**. If you roll 3 or 4, turn to **142**. If you roll a 5 or 6, turn to **339**.



**358**

The Wheelies crash to the floor, rock back and forth for a bit, and then lie still. You wonder what they were guarding.

The ground floor of the house is so full of hoarded



objects that it's hard to see what might be useful to your investigation. You discern that the house has at least two messy occupants. Your eye is drawn to a leather bag hanging off a hook. The Goblin was in such a hurry to get away from you that he must've forgotten it. The name inscribed on the bag reads "Paxlo".

You search Paxlo's bag and find a Potion of fire oil, a piece of dried fruit, and 2 Gold Pieces. This will be some compensation for the assault you suffered at the hands of the Wheelies. Add these to your Adventure Sheet.

(The fire oil can be used to light fires but it can also be used against an opponent at the start of an Attack Round and will automatically cause your enemy 3 *STAMINA* points of damage. The Dried Fruit will restore up to 3 *STAMINA* points, when eaten.)

If you want to explore the upper floor of the house, turn to **350**. If you want to leave the property, turn to **149**.

**359**

You struggle against whatever is restraining you, kicking out with both feet. Your attacker clearly wasn't ready for such a fight and lets you go. You surface quickly and swim for the shore. Turn to **314**.

**360**

You successfully make the jump and easily pull yourself up into the room above. Turn to **313**.

### 361

The Goblin flyer bobs up and down on the breeze as you approach. However, its pilot sits nearby, holding his head in his hands and *moaning* gently. You recognize the pilot as a Goblin named Kritch and ask him what's the matter.

"Bit of rubble hit me upside the head," says Kritch. "I ain't flying nowhere until I get a bit of healing. But if you're looking to charge your hovers, then the machine is over there."

If you want to give him a cabbage leaf or some healing honey (if you have either), turn to **20**. If you want to charge your hovers for 1 Gold Piece, turn to **96**. If you do not have any Gold Pieces, you can continue no further and your adventure is over.

### 362

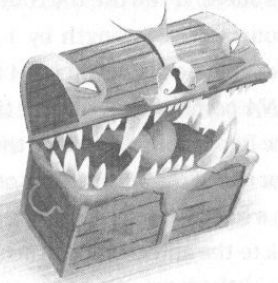
You're not quite skilful enough at piloting the craft and large sections of rock dent the *Barnacle*'s roof. (The craft loses 2 *STAMINA* points. Adjust this on your Adventure Sheet.) The vibrations cease, as do the falling rocks. The tunnel ahead is now blocked, so there's nothing for it but to go back the way you came and explore elsewhere.

To take the right fork, if you haven't already, turn to **101**. To head for the large dim shape, turn to **191**.



### 363

Your sword skewers the creature, killing it stone dead. It drops what it was carrying and collapses in a heap. Turn to **122**.



### 364

"Well, you'll be needing a bit of help then," says Maude, going into her little cottage and coming out with a War-Hammer and a Healing Potion. "Use them well and wisely. I'll be ordering a few more Cloudkin from Altos just in case these trees start firing up again."

(If you use Maude's War-Hammer, you may add 1 point to any damage you cause an opponent, but must reduce your Attack Strength by 1 point, due to its weight. The Healing Potion will restore up to 4 *STAMINA* points when drunk. Record the War-Hammer and the Healing Potion in the Equipment box on your Adventure Sheet.)

If you now want to investigate the plume of blue-green smoke, turn to **137**. If you want to head north, turn to **255**.

### 365

The Shark-Kin's lifeless body floats away from you, but his trident looks in good condition. You use the *Barnacle*'s suction pipe to retrieve it. (Make a note of the trident on your Adventure Sheet. If you use the trident in battle, you must reduce your Attack Strength by 1 point, but on a successful strike roll one die; if you roll 4 to 6, the weapon does 3 *STAMINA* points damage rather than the usual 2.)

You move the *Barnacle* further down the corridor. There is a blocked door ahead of you, but also some steps leading up to a door on a higher level.

To head back to the antechamber, turn to **347**. To bring the bathysphere to the steps, climb out, and make your way up to the higher door, turn to **280**.



### 366

You can't quite grasp the paper and your exasperated signing only blows it further under the skirting board out of reach. You tell yourself that it probably wasn't important anyway.

There's nothing left to do here, so you decide to press on with your investigation.

If you want to leave and go towards Matix's home, turn to **161**. If you want to head to the east dock and the bathysphere workshop, turn to **74**.



### 367

Once the creatures are slain, you retrieve your Coin Bag. A glittering from inside the pipe draws your eye. Reaching your hand carefully inside, you find 2 Gold Pieces. (Add these to the Gold Box on your Adventure Sheet.) Turn to **336**.

### 368

The beast lies dead at your feet. You find a longsword, lying amongst the rocks and dirt of the cave.

(Record the longsword on your Adventure Sheet. If you use the longsword in battle, you may increase your Attack Strength by 1 point.)

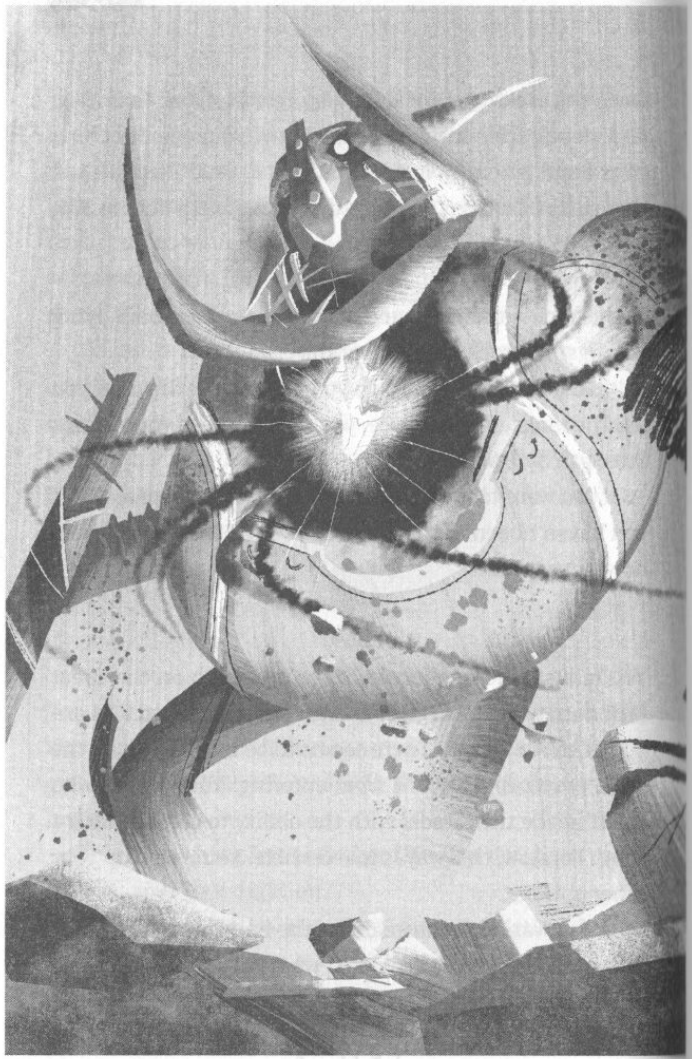
If you want to investigate the Goblin flyer, turn to **361**. If you haven't been to the Watchhouse and want to go there now, turn to **40**.

### 369

You're just reaching for the large iron latch on the Great Hall door when a surge of energy pushes you back. (Lose 1 *STAMINA* point.) There seems to be a ward around the door, preventing anyone from entering. You wonder who is left inside the Citadel with the ability to conjure such a ward. For now, this way is inaccessible. You weigh up your other options.

If you want to venture down the half-flooded hallway, turn to **127**. If you want to see what might be left in the kitchens, turn to **9**.





*"He's coming! He's coming! Oh, you're in trouble now!"*



370

You realize now that the great metal face isn't human. It's a giant metal Goblin. It seems that although they are adept at technomancy, they're not particularly imaginative.

The small Goblin face screeches down from the large metal one: "Get me out of here! Don't you know who I am?"

It's Krazic, the Chief Engineer. Without the power of the storm crystal, he's trapped inside the Golem. In fact, you realize when you look at the joints of the metal beast that you can see eyes blinking back. There are other Goblins inside the Golem, all now prisoners.

You shout back up that you know what he did, and he will be brought to justice when Nimbus reaches Pangaria. This enrages Krazic. "No! We Goblins have been constrained too long by Pangaria's so-called justice, by her rules. Our skills should not be hidden away. They should be shown to the world!"

Given there's nothing Krazic can do to hurt you, his furious outbursts from the prison of his own creation are almost comical.

That feeling quickly passes when you feel a wind spring up; odd, considering where you are and the fact that the island is still not out of the water yet. The wind becomes more intense. Krazic yells excitedly, "He's coming! He's coming! Oh, you're in trouble now!"

You pull back behind a pile of rubble with Malia as an



ethereal figure appears in the middle of the storm. It's Boreas the Stormborn and he's extremely angry.

He conjures a whirlwind, which draws lumps of rubble towards him, and then flings the deadly mess in your direction.

*Test Your Skill.* If you are Successful, turn to **165**. If you are Unsuccessful, turn to **128**.

**371**

You wonder briefly why the chest has been left unopened, but when you lift the lid, you get your answer. The chest bites down on your hand (lose 2 *STAMINA* points and 1 *SKILL* point) and starts to bark and growl at you. It snaps its lid aggressively.

If you have a Calming Potion and want to use it now, cross it off your Adventure Sheet and turn to **130**. If not, you are going to have to fight the Chest Creature.

*CHEST CREATURE* *SKILL 5* *STAMINA 6*

If you win, turn to **130**.

**372**

You tell Yurik that you know he's involved.

"You're lying, Officer, because I ain't! *I ain't!* Was it Pox? Or Paxlo? Did they say something?

If you want to ask Yurik who Pox and Paxlo are, turn to **221**. If you want to tell Yurik that it was Pox who said something, turn to **53**.



**373**

With a shudder, the Giant Scorpion curls up and dies. You cut off its stinger and carefully store it in your bag. (Add the stinger to your Equipment List. It can be used to coat your weapon with poison for one battle only; however, your weapon will cause 1 extra point of damage with every successful hit for the duration of that battle.)

Now you can investigate the *clicking* noise you heard before the creature appeared. You test the bookcase and find that part of it now swings back, revealing a set of wooden stairs spirally downwards.

Taking care, you head down. Turn to **292**.



**374**

You raise your sword to dispense the killing blow.

"No, no, please, please," he begs. "Don't do this. If you let me live, I won't cause any trouble and I'll find a way to help you, I swear!"

If you decide to let him live, turn to **81**. If you think that he must die, turn to **260**.



**375**

You hand the requested object to Matix and she holds it almost reverentially. "Wow, that is one of the best I've ever seen. This will definitely work!"

If you have a Thingie, and haven't already given it to Matix, you can do so now by turning to **125**. If you have now given Matix everything she requested, turn to **187**. If you haven't collected all of the items Matix needs yet, you will need to get your hovers charged up again – turn to **396**.

**376**

On the way to the shed you pass by an empty wooden frame. A crow perches on it, preening itself. It *caws* angrily and takes flight when a large cabbage is hurled at it. A straw-filled figure lumbers out from behind the shed. It's the frame's original occupant, an enraged Scarecrow. It plucks a couple of heavy-looking cabbages and aims them at your head.

*SCARECROW* *SKILL 6* *STAMINA 5*

If you win, turn to **271**.

**377**

You guide the *Barnacle* down the flooded main corridor. Every now and then you see bodies float past. You can't let yourself look in case you recognize anyone; that would



be too much to handle right now and you have a job to do.

The water level starts to drop, and you realize you're entering a large air bubble. The *Barnacle* floats halfway out of the water for a little while before you enter an antechamber and see some more steps and a fully flooded tunnel to your right.

To pull the *Barnacle* up next to the steps, turn to **252**. To explore the flooded right-hand corridor, turn to **344**.

**378**

You make sure Halleck is comfortable and tell him you're going to continue searching the Citadel.

"Good work, Officer!" he says, saluting you.

You leave the kitchen via the main door.

If you have the codeword **Nimbi** on your Adventure Sheet, turn to **92**. If not, turn to **390**.

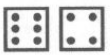
**379**

You reach the nearest charging station. It requires 1 Gold Piece to use.

If you have no gold, then you can return to the previous section and continue exploring Asperitas until you find some.

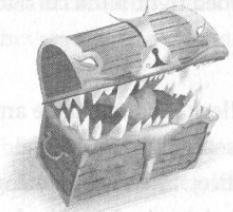
If you have explored all you can and still have no gold, then your adventure is over.

To fly to Matix on Incus deduct 1 Gold Piece from your Adventure Sheet and turn to **226**.



### 380

You remove the corrosive grapes carefully from their pouch. Using your staff, you crush them against the lock of the Watchhouse door. The juice begins to eat away at the metal, making a satisfying *hissing* sound. Soon the lock breaks and you head inside to find the source of the snoring. Turn to **306**.



### 381

You ram the door. It gives, but doesn't break. (Lose 2 *STAMINA* points, as you bruise your shoulder in trying to force your way in.)

If you want to try ramming the door a second time, turn to **229**. If you think you would be better off leaving the property, turn to **149**.

### 382

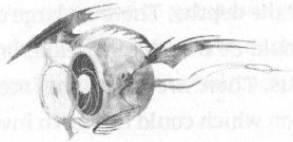
You manage to roll out of the way as the Giant metal foot crashes down beside you. You lash out with your weapon. (Deduct 2 *STAMINA* points from the War Golem.) Turn to **100**.



### 383

Your short sword skewers the creature perfectly. It *screeches*, shakes and goes limp. You retrieve your Coin Bag and the weapon, cleaning it thoroughly.

A glittering from inside the pipe draws your eye. Reaching inside you find 2 Gold Pieces. (Add these to the Gold Box on your Adventure Sheet, along with the original number of Gold Pieces you had when the bug stole your Coin Bag.) Turn to **336**.



### 384

You grudgingly give 1 Gold Piece to Matix and ask her to charge up your hovers so you can fly to Asperitas.

"Sure thing! Put your storm crystal in the slot and I'll fill her up!"

Once your storm crystal is fully charged, Matix gives some final instructions.

"Now, once you find a Thingie, and either a Doobry or a Wotsit, bring them back to me here. There should be a couple of places you can charge your hovers on the other islands."

You strap on the hovers and take off for Asperitas, the island of technomancy. Turn to **270**.

### 385

As the corpse of the Great White Squark sinks into the depths, you manage to activate the *Barnacle*'s suction tube on the right pincer and capture yourself a piece of fresh calamari. (Add this to your Provisions list. It will restore up to 3 *STAMINA* when eaten.)

You feel the water vibrate around you. You brace yourself, but nothing appears, and eventually the vibrations cease.

You survey the depths. There's a large dim shape in the distance. It could be a rock formation, or it could be the sunken Nimbus. There are also some interesting-looking caves below you which could be worth investigating.

If you want to head towards the caves, turn to **85**. To continue towards the large dim shape, turn to **191**.



### 386

It's not an easy task, and you strain your back in the process, but you eventually pull the last of the debris from Captain Halleck. (Lose 1 *STAMINA* point and 1 *SKILL* point.)

Halleck's legs are so badly damaged that he can hardly walk, so you find him a more comfortable place to rest. Turn to **148**.



### 387

The boot is well-aimed and strikes the flying eye. Something metal falls off the side of it. The contraption emits a high-pitched noise, before flying away up the Watchhouse chimney.

You examine what fell off it. It's a Strange Metal Object. (Add this to your Equipment List.)

You're unharmed but can't shake the feeling that you're being watched. However, there's no time to dwell on such things right now – you need to get moving!

(Write the codeword **Eye-Spy** on your Adventure Sheet.)

Choosing something you've not already tried, will you:

Search your chest? Turn to **217**.
See what Silas found earlier? Turn to **134**.
Leave the Watchhouse? Turn to **335**.

### 388

The battle is almost yours; you can feel it. You can see that the Goblins controlling the Golem's legs are weakening. You leap off Tideus's shoulder and run circles around the construct's legs, slashing at them with your weapon.

*Test Your Stamina.* If you are Successful, turn to **300**. If you are Unsuccessful, turn to **192**.

**389**

You pull the lever. There's a *whirring* and a *thrumming*, then all three Eye-Spies emit a *piercing shriek* and explode, showering you in bits of metal and wire.

(Roll one die and divide the result by 2, rounding halves up; deduct this many *STAMINA* points.)

You pick up an interesting-looking part from the device, which seems to be undamaged. It looks like it could be a Wotsit. (Add the Wotsit to your Adventure Sheet.)

If you haven't explored the ground floor yet, and want to, turn to **182**. If you want to leave the property, turn to **149**.

Alternatively, you can go to the nearest storm crystal charging station. If you decide to do this, make a note of this section number, as you will be able to return directly to this location if you decide to revisit Asperitas, and then turn to **379**.



**390**

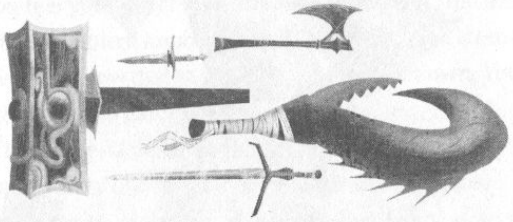
You arrive in an open area. It's the Nimbiferous Chamber, one of the central locations in the Citadel. Ahead is a large door that leads to the Great Hall.

You peer down the hallway to the right. It is partially collapsed and flooded, but you think you should be able to wade through. You're pretty sure that the hallway to the left leads to the Citadel kitchens. Your stomach rumbles at the thought of food.

(Add the codeword **Nimbi** to your Adventure Sheet.)

If you want to venture down the half-flooded hallway, and you haven't done so before, turn to **127**. If your stomach has taken control and you want to see what's left in the kitchens, turn to **9**. If you want to open the door to the Great Hall, turn to **369**.





**391**

A small pair of webbed, clawed hands appear on the edge of the puddle and a Mudclaw hops out of it. You can tell by the look on Boreas's face that he had expected something a lot more impressive, or at least a pack of Mudclaws. This is barely a fight, but you'd better engage quickly, in case more of them appear.

| | | |
|---|---|---|
| *MUDCLAW* | *SKILL 5* | *STAMINA 4* |

If you win, turn to **392**.



*You feel your heart sink and your blood run cold*



392

As you lay the killing blow, Boreas looks at you with eyes of wrath.

"Clearly there is only one last thing I need to do," he says in a tone that chills you.

And with that the Stormborn dives into the chest of the Golem, fusing himself with the remains of the fractured crystal. His energy flows through the creation as he turns himself into a living storm crystal.

You feel your heart sink and your blood run cold as the Goblin War Golem lumbers into life, pulling itself from the rubble. You know that you can't fight it on your own. You're going to have to call in a favour.

Whilst the Golem is righting itself, you quickly get Malia to safety and tell her to head for the kitchens.

You hate to wake up a sleeping Sea Giant a second time, but it's urgent. You press the conch shell to your lips and blow.

A low mournful sound echoes around the Citadel. In the distance you hear *thumping*, and *crashing*, and then there is a knocking sound at the Great Hall door. It takes you a moment to realize that it's a *kicking* sound. You run to open the door, but Tideus, not one to be tied down by convention, decides to crash through the wall next to it instead.

He eyes up the Golem. "Ho! Ho! Ho! A nice big fight for Tideus? Hooman, you is spoiling Tideus! Just wish Tideus was at full strength."



*TIDEUS* *SKILL 9* *STAMINA 10*

Make a note of the stats that Tideus currently has on your Adventure Sheet. It seems he's still not completely recovered from the last battle with you. Then you remember that many potions are unaffected by the size of the creature consuming them and realize you might have a few things that could give Tideus a boost for the fight ahead.

If you want to give Tideus a Healing Potion or a Greater Healing Potion, then turn to **99**. If you want to give Tideus a Potion of Might, turn to **114**. If you want to give Tideus a Potion of Power, turn to **324**.

If you have none of these potions, or do not want to give any of them to the Sea Giant, turn to **129**.



**393**

You draw close to the *Barracuda*. The gash in its side is sizeable and it makes you remember just how vulnerable you are in your little spherical craft. You get a shock when a dead, bloated face floats into view, half eaten by crabs. It's the *Barracuda*'s former pilot. Horrified, you knock the crabs off the body with the *Barnacle*'s pincers. You're sure



they'll probably return, but you can't watch them eating the poor man's flesh.

You spot some waterproof firesticks and a Greater Healing Potion floating in the wreckage and manage to gather them with your suction pipe. (Add them to your Adventure Sheet. The potion will restore up to 5 *STAMINA* points when drunk.)

Now there's nothing for it but to make your way to the Citadel. Turn to **290**.



**394**

You patrol the seabed for some time but find nothing that can help you in your quest, so you head back to the Citadel's antechamber. However, the air in the bathysphere is starting to run out and you begin to feel light-headed. (Reduce your *SKILL* score by 1 point.) Turn to **347**.



**395**

Silas pulls your arm again and whispers, "Hey! Hey! Do you hear that?"

There's a strange *buzzing* sound on the edge of hearing, like the rapid flapping of tiny wings.

"There!" says Silas, pointing to the corner of the Watchhouse.

You peer into the gloom and see something that looks like a metal eye. It is about the size of a grapefruit and instead of an iris, you realize that the metal contraption has a large lens. It is held up by small wings, reminiscent of your hovers.

"What is it?" says Silas worriedly, although the strange thing seems to be posing no threat, but you have no idea. The eye zips around, blinking at you and Silas.

Silas throws his boot at it.

Roll one die. If you roll a 1 or 2, turn to **297**. If you roll a 3 or 4, turn to **71**. If you roll a 5 or 6, turn to **387**.

**396**

You tell Matix that you still have an item to collect.

If you have at least 1 Gold Piece, you put it into her open hand and she charges up the crystal in your hovers; adjust your Adventure Sheet accordingly and turn to **270**.

If you do not have any Gold Pieces, you can continue no further and your adventure is over.



**397**

The globule hits your arm, gluing it to a tree. The slime is also slightly acidic and burns your skin (lose 3 *STAMINA* points).

A Giant Toad waddles out of the swamp, blocking your path. It readies itself to launch another gloopy missile in your direction. Desperation lends you the strength to pull your arm free.

To fight the creature, turn to **44**. If you have a Calming Potion and want to use it, turn to **204**.



**398**

You arm yourself with your weapon of choice and face the scaly beast.

*SALTWATER CROCODILE* *SKILL 8* *STAMINA 8*

When you reduce the Crocodile's *STAMINA* score to 4 points or fewer, it retreats a little, allowing you to move the fight out of the water and on to dry land. From then onwards, reduce the Crocodile's Attack Strength by 2 Points.

If you win, turn to **66**.



## 399

"Uh-oh!" says Dav in response to the ground trembling beneath your feet. "Something's on its way and it's BIG! I smell a fight coming!" He reaches into a small bag at his waist and tosses you a small bottle of purplish-coloured liquid.

"Take this. It'll give you a little extra oomph."

You see the earth bucking and cracking as something burrows through the soil towards you, sending market stalls flying.

Hands shaking, you gulp down the liquid. A warm, tingling feeling washes through your body, right down to the tips of your fingers. You feel your strength growing. (Add 3 *STAMINA* points to your total, even if this takes it above its *Initial* level, and add 1 point when calculating your Attack Strength for this fight only.)

As the feeling surges through you, a huge worm-like creature erupts from the ground. It seems to have no eyes, but it makes up for that with the number of glistening fangs it has in its huge, gaping mouth, which is heading straight for you.

"Give it hell!" yells Dav.

*TUNNELLER BEAST* *SKILL 8* *STAMINA 9*

If you win, turn to **289**.



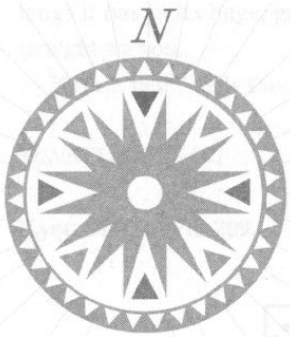
## 400

The sun is starting to rise as Nimbus takes its rightful place in the centre of the Pangarian archipelago. You can hear the faint sound of cheering from the nearest islands and the Goblin flyers come out to greet you. Peace has been restored.

The rest of the world may never know how close it came to disaster and what you did to save it. But there are plenty on Pangaria who will know. Songs will be sung about you and poems written. Your deeds will not be forgotten.

But with Commander Matias Talliman still on the loose somewhere in Khul, his head full of Pangaria's technomancy secrets, Captain Halleck tasks you with journeying there to bring the rogue to justice.

This adventure might be over, but there will be many more to come . . .




# HOW TO FIGHT THE CREATURES OF PANGARIA

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial scores. On pages 278–279 there is an *Adventure Sheet* which you may use to record details of an adventure. On it you will find boxes for recording your *SKILL*, *STAMINA* and *LUCK* scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

## SKILL, STAMINA AND LUCK

To determine your *Initial SKILL*, *STAMINA* and *LUCK* scores:

- Roll one die. Add 6 to this number and enter this total in the *SKILL* box on the *Adventure Sheet*.
- Roll both dice. Add 12 to the number rolled and enter this total in the *STAMINA* box.
- Roll one die, add 6 to this number and enter this total in the *LUCK* box.

*SKILL* reflects your swordsmanship and fighting expertise; the higher the better, *STAMINA* represents your strength; the higher your *STAMINA*, the longer you will survive, *LUCK* represents how lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.

*SKILL*, *STAMINA* and *LUCK* scores change constantly during an adventure, so keep an eraser handy. You must keep an accurate record of these scores. But never rub out your *Initial* scores. Although you may receive additional *SKILL*, *STAMINA* and *LUCK* points, these totals may never exceed your *Initial* scores, except on very rare occasions, when instructed on a particular page.

## BATTLES

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's *SKILL* and *STAMINA* scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.



The sequence of combat is then:

1. Roll both dice once for the creature. Add its *SKILL* score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current *SKILL* score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its *STAMINA* score. You may use your *LUCK* here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own *STAMINA* score. Again, you may use *LUCK* at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own *STAMINA* scores (and your *LUCK* score if you used *LUCK* - see over).
7. Begin the next Attack Round by returning to your current *SKILL* score and repeating steps 1–6. This sequence continues until the *STAMINA* score of either you or the creature you are fighting has been reduced to zero (death).

## FIGHTING MORE THAN ONE CREATURE

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

## LUCK

At various times during your adventure, either in battles or when you come across situations in which you could be either lucky or unlucky (details of these are given on the pages themselves), you may call on your *LUCK* to make the outcome more favourable. But beware! Using *LUCK* is a risky business, and if you are *un*lucky, the results could be disastrous.

The procedure for using your *LUCK* is as follows: roll two dice. If the number rolled is equal to or less than your current *LUCK* score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current *LUCK* score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time



you *Test your Luck*, you must subtract one point from your current *LUCK* score. Thus you will soon realize that the more you rely on your *LUCK*, the more risky this will become.

### *Using Luck in Battles*

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your *LUCK* either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's *STAMINA* score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's *STAMINA* (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore

1 point of *STAMINA* (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra *STAMINA* point.

Remember that you must subtract 1 point from your *LUCK* score every time you *Test your Luck*.

## MORE ABOUT YOUR ATTRIBUTES

### *Skill*

Your *SKILL* score will not change much during your adventure. Occasionally, a paragraph may give instructions to increase or decrease your *SKILL* score A Magic Weapon may increase your *SKILL* – but remember that only one weapon can be used at a time! You cannot claim 2 *SKILL* bonuses for carrying 2 Magic Swords. Your *SKILL* score can never exceed its *Initial* value unless you are specifically instructed otherwise.

### *Stamina*

Your *STAMINA* score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your *STAMINA* level may become dangerously low and battles may be particularly



risky, so be careful!

Unlike other Fighting Fantasy Gamebooks, in this adventure you do not begin with any Provisions. However, during the course of the adventure, you will have opportunities to regain *STAMINA* points in various ways.

Remember also that your *STAMINA* score may never exceed its *Initial* value unless you are instructed to the contrary in a specific paragraph.

### *Testing your Skill and Stamina*

At various times you will be told to *Test your Skill*. The procedure for Testing your Skill works as follows: roll two dice. If the number rolled is equal to or less than your current *SKILL* score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current *SKILL* score, you will have failed the test and will have to suffer the consequences. However, unlike Testing your Luck, do not subtract 1 point from your *SKILL* each time you Test your Skill.

You may also be told to *Test your Stamina* from time to time. To do so, roll three dice. If the total rolled is equal to or less than your current *STAMINA* score, you have been successful. However, if the total rolled is higher than your

current *STAMINA* score, you have been unsuccessful. Whenever you *Test your Stamina*, do not subtract any STAMINA points, unless specifically told to do so.

### *Luck*

Additions to your LUCK score are awarded during the adventure when you have been particularly lucky Details are given in the paragraphs of the book. Remember that, as with *SKILL* and *STAMINA*, your *LUCK* score may never exceed its *Initial* value unless you are specifically instructed otherwise.

## EQUIPMENT

You start your adventure with the basic tools of your trade: a fine sword; clothes suitable for travelling; a backpack to hold any treasure you may come across; and a lantern to light your way.

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# ADVENTURE SHEET

**SKILL**

INITIAL SKILL:

**STAMINA**

INITIAL STAMINA:

**LUCK**

INITIAL LUCK:

**ITEMS**

**PROVISIONS**

**GOLD**

**WEAPONS**

**CODEWORDS**

# MONSTER ENCOUNTERS

| | | |
|---|---|---|
| SKILL / STAMINA | SKILL / STAMINA | SKILL / STAMINA |
| SKILL / STAMINA | SKILL / STAMINA | SKILL / STAMINA |
| SKILL / STAMINA | SKILL / STAMINA | SKILL / STAMINA |
| SKILL / STAMINA | SKILL / STAMINA | SKILL / STAMINA |

# ADVENTURE SHEET

**SKILL**

INITIAL SKILL:

**STAMINA**

INITIAL STAMINA:

**LUCK**

INITIAL LUCK:

**ITEMS**

**PROVISIONS**

**GOLD**

**WEAPONS**

**CODEWORDS**

# MONSTER ENCOUNTERS

| SKILL | SKILL | SKILL |
|---|---|---|
| STAMINA | STAMINA | STAMINA |
| SKILL | SKILL | SKILL |
| STAMINA | STAMINA | STAMINA |
| SKILL | SKILL | SKILL |
| STAMINA | STAMINA | STAMINA |
| SKILL | SKILL | SKILL |
| STAMINA | STAMINA | STAMINA |

# ADVENTURE SHEET

**SKILL**

INITIAL SKILL:

**STAMINA**

INITIAL STAMINA:

**LUCK**

INITIAL LUCK:

**ITEMS**

**PROVISIONS**

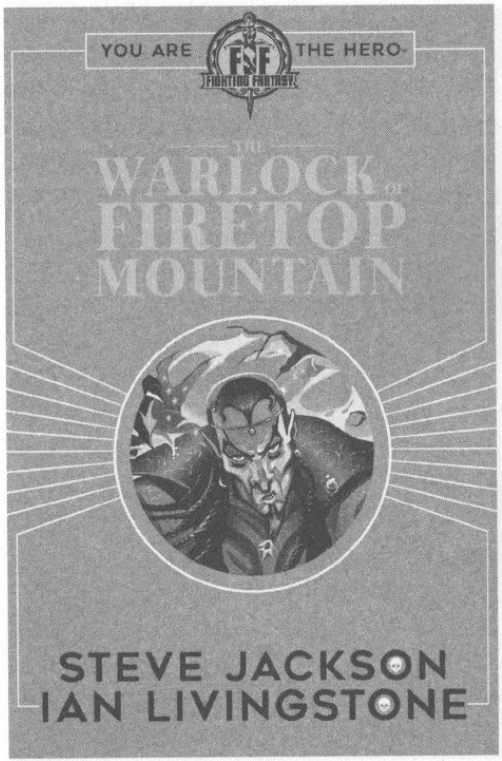
**GOLD**

**WEAPONS**

**CODEWORDS**

# MONSTER ENCOUNTERS

| | | |
|---|---|---|
| SKILL / STAMINA | SKILL / STAMINA | SKILL / STAMINA |
| SKILL / STAMINA | SKILL / STAMINA | SKILL / STAMINA |
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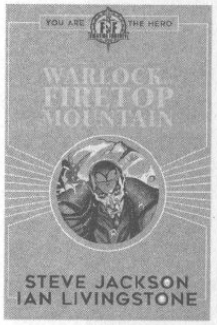

Are YOU brave enough to take on the monsters and the magic of Firetop Mountain?

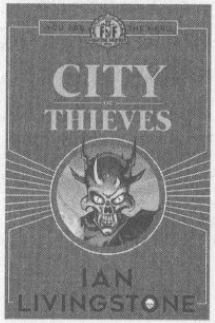
The powerful warlock Zagor must be slain – but first you'll need to make it through the caverns of his mountain stronghold. Many adventurers before you have taken a wrong turn in the maze and perished at the hands and claws of the Warlock's gruesome servants...

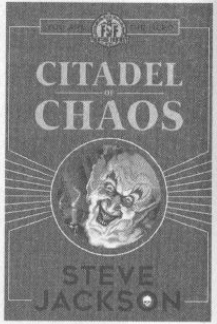
YOU ARE THE HERO

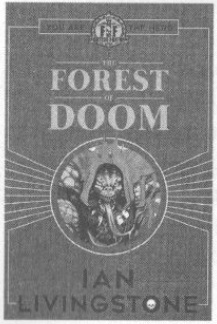
FIGHTING FANTASY

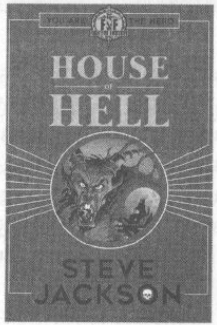
COLLECT THEM ALL, BRAVE ADVENTURER!

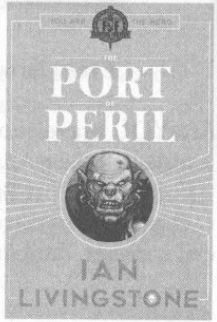


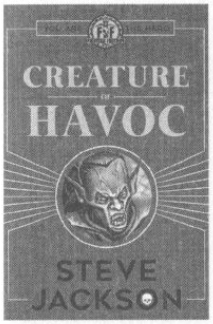



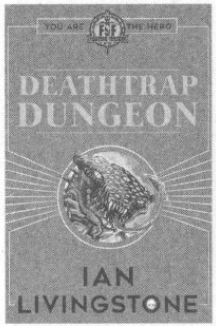



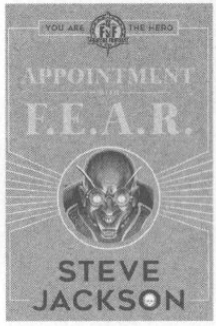



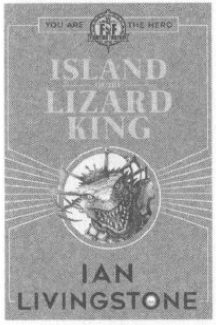



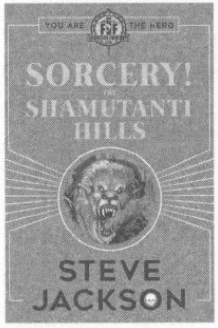



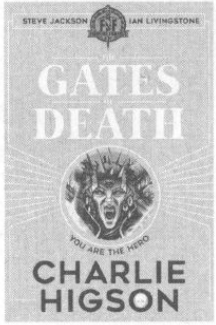



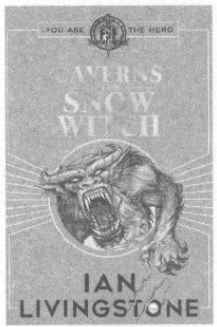



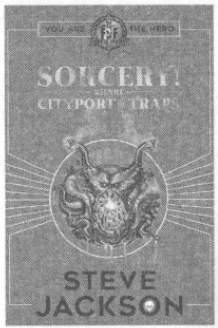



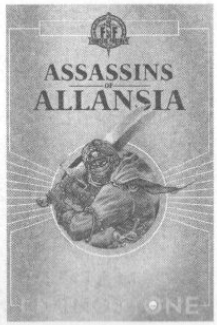



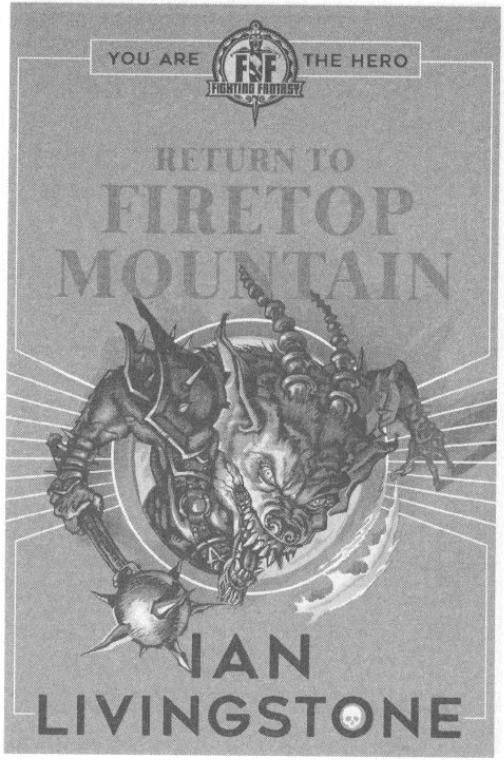



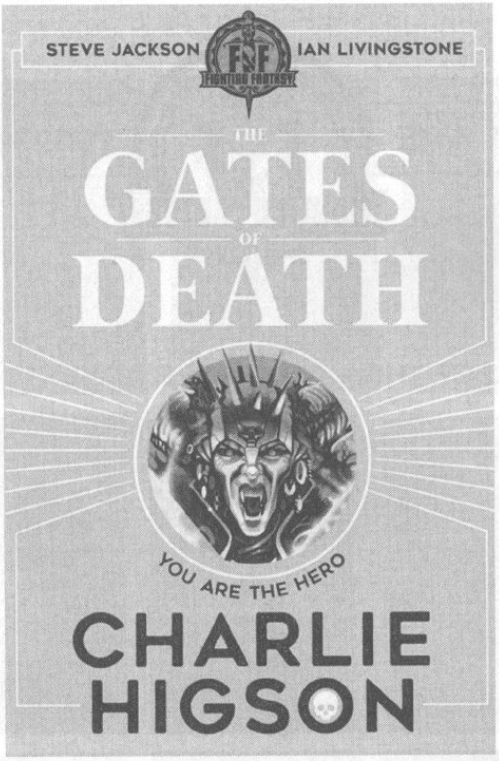





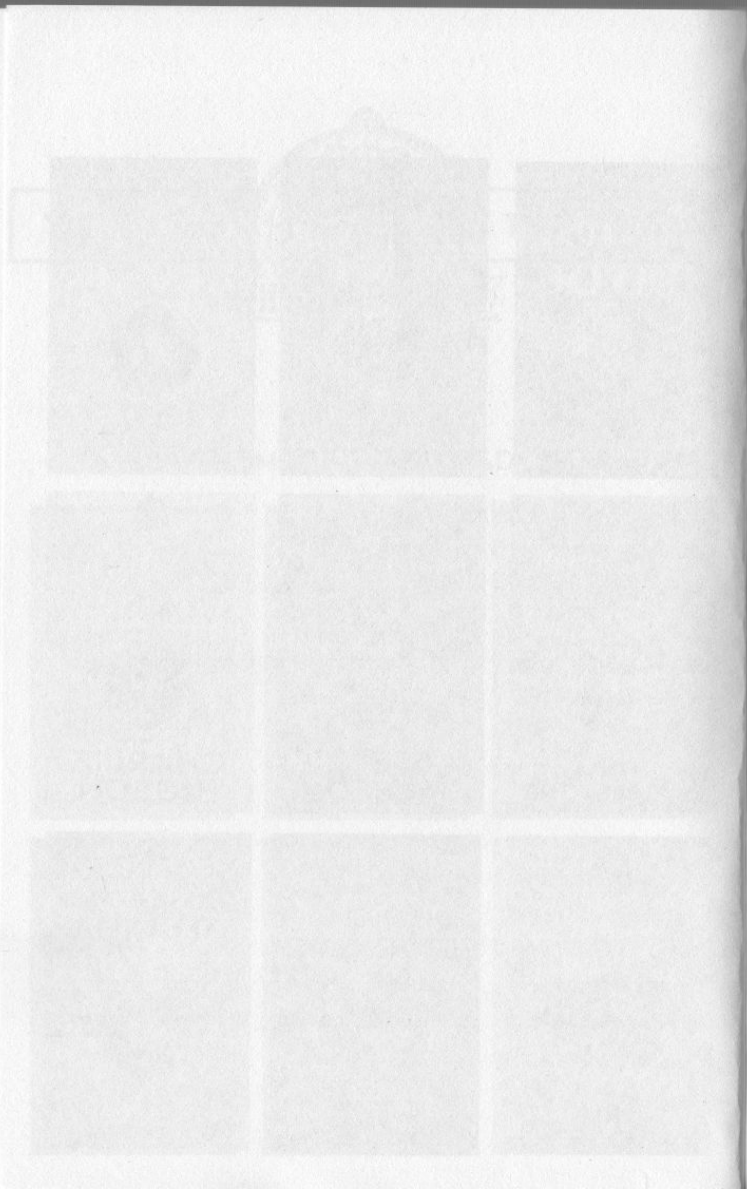

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After accepting a challenge to survive on Snake Island, a nightmare unfolds when a bounty is placed on your head. Beware the ruthless assassins hellbent on hunting you down — but who are they? Where are they? Trust no one...

MAY YOUR STAMINA NEVER FAIL!













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ASSASSINS OF ALLANSIA

IAN LIVINGSTONE

FF

YOU ARE THE HERO

FIGHTING FANTASY

# ASSASSINS OF ALLANSIA



IAN LIVINGSTONE



*Fighting Fantasy*: dare you play them all?

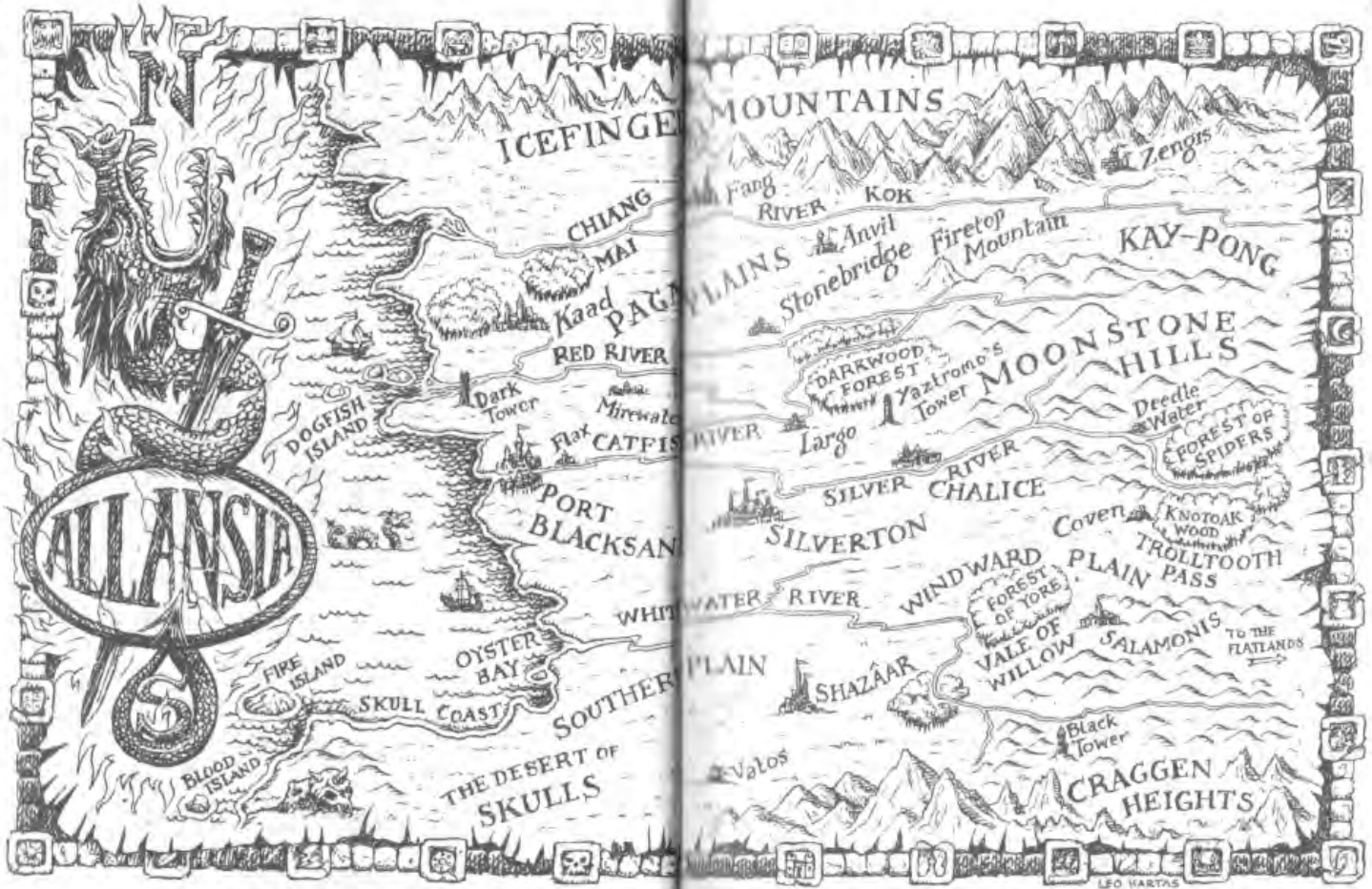
1. The Warlock of Firetop Mountain
2. City of Thieves
3. The Citadel of Chaos
4. The Forest of Doom
5. House of Hell
6. The Port of Peril
7. Creature of Havoc
8. Deathtrap Dungeon
9. Appointment with F.E.A.R.
10. Island of the Lizard King
11. Sorcery! 1: The Shamutanti Hills
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15. Assassins of Allansia

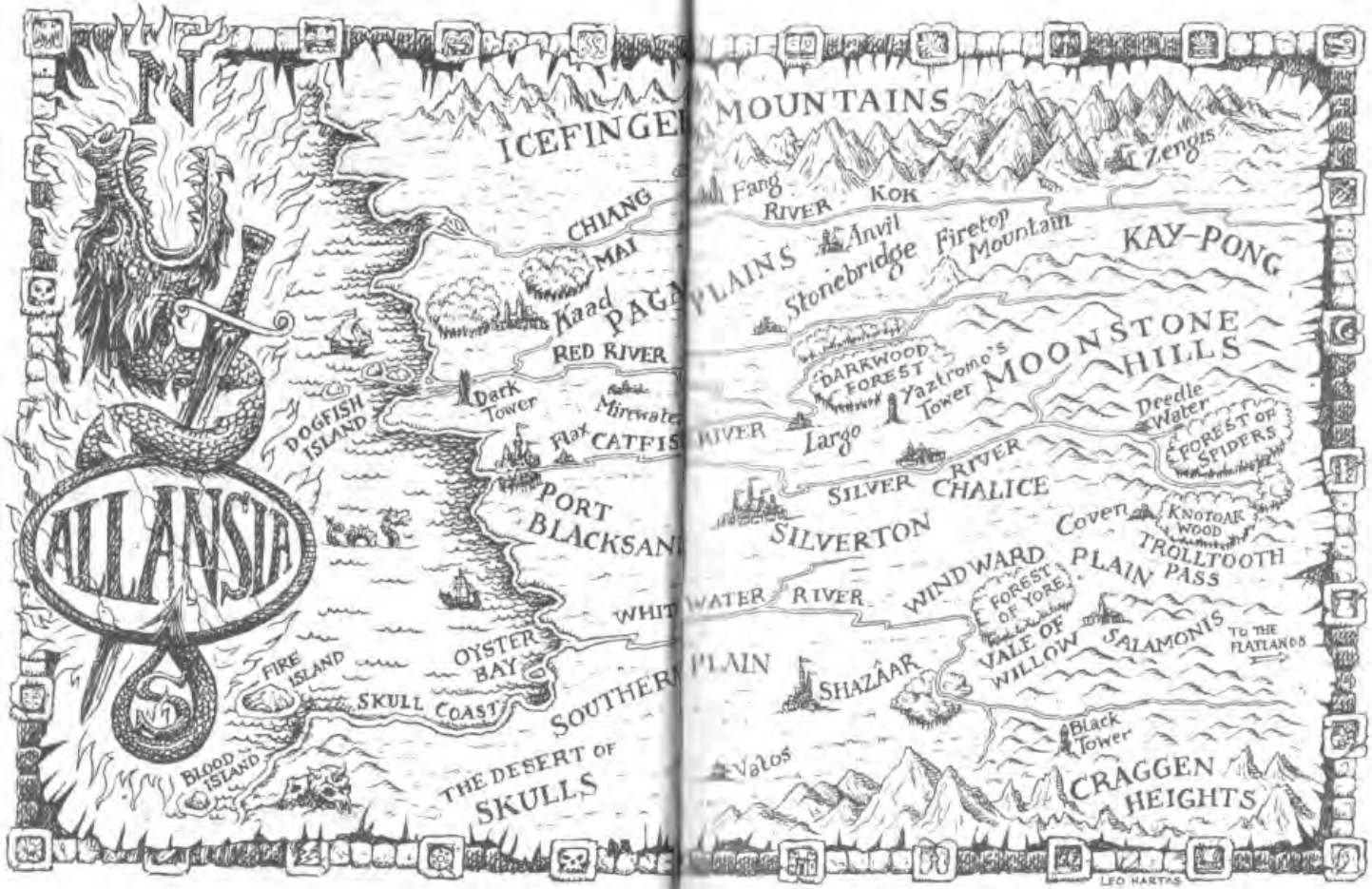



# ASSASSINS OF ALLANSIA

IAN LIVINGSTONE

SCHOLASTIC


ALLANSIA
ICEFINGE
CHIANG MAI
Kaad
RED RIVER
Dark Tower
Mirewate
DOGFISH ISLAND
Flat
CATFIS
PORT BLACKSAN
WHIT
OYSTER BAY
FIRE ISLAND
SKULL COAST
SOUTHER
BLOOD ISLAND
THE DESERT OF SKULLS
MOUNTAINS
Zengis
Fang
RIVER
KOK
PLAINS
Anvil
Stonebridge
Firetop Mountain
KAY-PONG
DARKWOOD FOREST
Yaztromo's Tower
MOONSTONE HILLS
RIVER
Largo
Deedle Water
FOREST OF SPIDERS
SILVER RIVER
CHALICE
SILVERTON
Coven
KNOTOAK WOOD
TROLLTOOTH PASS
WATER RIVER
WINDWARD PLAIN
FOREST OF TORE
VALE OF WILLOW
SALAMONIS
TO THE FLATLANDS
PLAIN
SHAZÂAR
Black Tower
Valos
CRAGGEN HEIGHTS
LEO HARTAS


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# CONTENTS

HOW WILL YOU START YOUR ADVENTURE?
8

BACKGROUND
11

ASSASSINS OF ALLANSIA
17

RULES AND EQUIPMENT
255

ADVENTURE SHEET
264

# HOW WILL YOU START YOUR ADVENTURE?

The book you hold in your hands is a gateway to another world – a world of dark magic, terrifying monsters, brooding castles, treacherous dungeons and untold danger, where a noble few defend against the myriad schemes of the forces of evil. Welcome to the world of **FIGHTING FANTASY!**

You are about to embark upon a thrilling fantasy adventure in which **YOU** are the hero! **YOU** decide which route to take, which dangers to risk and which creatures to fight. But be warned – it will also be **YOU** who has to live or die by the consequences of your actions.

Take heed, for success is by no means certain, and you may well fail in your mission on your first attempt. But



have no fear, for with experience, skill and luck, each new attempt should bring you a step closer to your ultimate goal.

Prepare yourself, for when you turn the page you will enter an exciting, perilous **FIGHTING FANTASY** adventure where every choice is yours to make, an adventure in which **YOU ARE THE HERO!**

How would you like to begin your adventure?

**IF YOU ARE NEW TO FIGHTING FANTASY . . .**

It's a good idea to read through the rules which appear on pages 255-263 before you start.

**IF YOU HAVE PLAYED FIGHTING FANTASY BEFORE . . .**

You'll realize that to have any chance of success, you will need to discover your hero's attributes. You can create your own character by following the instructions on pages 255–256. Don't forget to enter your character's details on the Adventure Sheet which appears on page 264.

### ALTERNATIVE DICE

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, read only the first printed die; if two, total the two dice symbols.



# BACKGROUND

Snake Island is a small, uninhabited island which lies between Dogfish Island and Ghost Island off the west coast of Allansia. It is rugged and inhospitable, and it is said that the reason why nobody lives there is because all those who set foot on the island are never seen again. Whether it is the terrifying creatures or undead spirits that claim the lives of visitors, nobody knows, but the rumours about Decayers, Worm Dogs and Flesh-Heads are enough to put most people off from going there. YOU have been on the island for two days, with most of the time spent making camp and foraging for food. A wager brought you to the island following a chance meeting with an old burly sea captain by the name of Samuel Crow in Port Blacksand, the notorious seaport run by the tyrant Lord Azzur. He challenged you to live on the island for a month with a wager of 20 Gold Pieces should you live to collect it. Being a brave adventurer unafraid of myths or monsters, you accepted his challenge with a shake of the hand. The captain beamed with satisfaction and slapped you on the back, saying you would regret your foolish decision. The

next day, he sailed you over to Snake Island on his boat, the *Blue Moon*. It was a thrilling ride, with huge waves battering the small sailing boat as it bobbed up and down on the ocean swell. Whooping loudly as the sea spray pounded his face, the captain trimmed his sails to get as much speed as he could out of his old boat. He taunted you most of the way, saying you would survive less than twenty-four hours. But you ignored the old salt, confident that you would be more than able to deal with any danger that the island had to offer. It was mid-afternoon by the time the rocky island appeared on the horizon, and an hour later before the captain finally dropped anchor.

"Enjoy yourself," he said sarcastically, ushering you off his boat with a flick of the hand. You jumped into the cold water and waded ashore to a stony beach littered with driftwood and sun-bleached bones. You were just able to hear the captain above the noise of the waves crashing on the beach. He wished you luck with a wry grin, saying, "I'll be back in thirty days to pay you or bury you – unless you've been eaten!" You shook your fist at him with a smile and walked off to survey your new surroundings. It soon became apparent how desolate the rocky island was, evil spirits or no evil spirits. The trees were ugly, with bent trunks and gnarled, twisted branches. The thick vegetation was hostile – a tangled mix of needle-sharp thorn bushes and poisonous creepers. A cloud



of mosquitoes buzzed around your head, and red ants crawled up your legs, biting you relentlessly. By the end of the day, you had encountered spiders, snakes, scorpions, ticks, grubs, leeches and other bloodsucking creatures that were going to make your life a misery in the weeks ahead. But having recently narrowly escaped with your life in Darkwood Forest, the prospect of living on an island didn't seem so bad. It would be a good place to test your survival skills, and hopefully reward you with the 20 Gold Pieces which you so desperately needed.

Leaving the stony beach behind, you walked round to the west side of the island to a small, sandy beach where you found an abandoned wooden hut nestled between some large boulders. The roof had holes in it and the door was hanging off its hinges, but with minor repairs it would be a good place to live for a month. The hut was empty apart from a dented tin jug on a small table made from driftwood, and two dirty sacks stuffed with old rags which had once been used as a makeshift bed. You fixed the door and mended the roof as best as you could as the light faded. When the sun slipped down below the horizon, the sky became a rich canvas of deep reds, vivid pinks and bright orange. The light quickly faded into total darkness, and there was nothing else to do but to lie down on the sacks and go to sleep. After spending an uncomfortable night as the target for countless mosquitoes, you wake up soon

after dawn to find your whole body covered in angry red bites.

You spend the morning turning leaves and shells into rainwater traps and collecting dry wood for a fire. In the afternoon you make a chair out of driftwood fastened together with vines and a fishing rod made out of a long branch, some twine washed up on the shore, and a hook made out of a button fastening. Using limpets as bait, you manage to catch two small fish which you cook on your campfire in the dying light. Darkness falls, and day two ends the same way as day one, with you trying to get to sleep whilst being eaten alive by mosquitoes.



# YOUR ADVENTURE AWAITS!

MAY YOUR STAMINA NEVER FAIL!

**NOW TURN OVER...**

1

The wind picks up during the night on the back of a rumbling storm which rolls in from the west. Heavy rain turns into a torrential downpour and beats down noisily on the roof. Rainwater finds its way through your roof repairs and drips down on to the floorboards. You hear strange noises coming from outside, with the howling wind playing tricks on your imagination in the pitch-black darkness. The storm eventually passes, and you finally drift off to sleep, but in the middle of the night you suddenly wake up with a start. The wind has dropped, and you can hear the sound of waves breaking on the beach. But you hear another sound much closer – a tiny squeak – and one which you recognize. Somebody is trying to open the door. Who could it be? Nobody else lives on this forsaken island. It's too dark to see anything. You stand up slowly, sword in hand and heart pounding, hardly daring to breathe. If you want to stand still where you are, turn to **356**. If you want to go outside to investigate, turn to **161**.



1

The wind picks up during the night on the back of a rumbling storm which rolls in from the west. Heavy rain turns into a torrential downpour and beats down noisily on the roof. Rainwater finds its way through your roof repairs and drips down on to the floorboards. You hear strange noises coming from outside, with the howling wind playing tricks on your imagination in the pitch-black darkness. The storm eventually passes, and you finally drift off to sleep, but in the middle of the night you suddenly wake up with a start. The wind has dropped, and you can hear the sound of waves breaking on the beach. But you hear another sound much closer – a tiny squeak – and one which you recognize. Somebody is trying to open the door. Who could it be? Nobody else lives on this forsaken island. It's too dark to see anything. You stand up slowly, sword in hand and heart pounding, hardly daring to breathe. If you want to stand still where you are, turn to **356**. If you want to go outside to investigate, turn to **161**.



**2**

The warrior's aim is deadly accurate, but you just manage to raise your shield in time to meet the spear, which clatters off and falls harmlessly to the ground. The warrior is only twenty metres away and closing in fast, wielding two long knives. If you want to reach for her spear and throw it back at her, turn to **96**. If you want to draw your sword and ready yourself for combat, turn to **266**.



**3**

The Monk berates you for wasting his time. If you want to attack him with your sword, turn to **260**. If you would rather ignore him and walk across the market square to Clock Street, turn to **140**.

**4**

You raise your sword and strike the Orc a mighty blow in its midriff as it runs past the tree you are hiding behind. It stops in its tracks and falls to the ground with blood pouring from its stomach. It is badly injured but manages to get back up on its feet. Roaring in pain, it staggers



towards you, spitting blood and swinging its morning star. You must finish off the Orc quickly before the other Orcs hear the commotion.

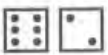
*ORC* *SKILL 6* *STAMINA 2*

If you win the fight in the first Attack Round, turn to **311**. If it takes two or more Attack Rounds to defeat the Orc, turn to **193**.



**5**

From where you are lying, you have a good view of the ship's mast and the lone lookout standing in the crow's nest. The lookout suddenly becomes agitated and calls down to the crew on deck, yelling at them to look west. You hear the pirate captain order his helmsman to turn his ship hard right, which makes the *Blue Moon* take on water as it rolls from side to side and causes you to bang your head. Lose 1 *STAMINA* point. You decide the best thing to do to avoid being sunk is to cut the tow rope. Turn to **88**.





*Two Dwarfs wearing horned helmets*



6

You reach for the idol and hear a click. An unseen trapdoor suddenly gives way under your feet and you fall through it, landing on the cellar floor and banging your head. Lose 2 *STAMINA* points. Lying on the damp floor in pain, you are plunged into darkness when the trapdoor is pulled back up and bolted. It seems like an age before the trapdoor opens again, whereupon you see two DWARFS wearing horned helmets staring down at you with curious expressions on their faces. They are identical twins with long ginger hair tied in plaits, beards, moustaches, eyes set close together, missing front teeth and big, hairy noses which they are both picking furiously. One of them stops picking his nose for a moment and says in a long, drawn-out voice, "Well, brother Billy, who have we caught trespassing?"

"No idea, brother Bobby."

"Is it somebody we know?"

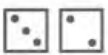
"Nobody I know. Is it somebody you know?"

"No."

"Well, somebody must know!"

"You could always ask."

"I will," says Billy. "Hey, you down there, who do you think you are coming into our house without being asked? Did you not read the sign outside? Let me tell you that we are the Bogg brothers. I'm Billy Bogg and this here is my brother Bobby Bogg. We don't like visitors, and we really hate trespassers. What have you got to say for yourself?"



If you want to reply that you were looking to buy some food, turn to **38**. If you want to tell them that you are on the run from assassins, turn to **291**.



7

You take aim and hurl the meat cleaver at the pirate as hard as you can. It is a miracle shot and strikes the pirate on the side of the head, knocking him out. He slumps forward on to the deck and lets go of the sailing ropes. The *Blue Moon* drifts to a halt, and you are able to catch up with it and climb on board. The scraggy-looking pirate slowly comes around, moaning and groaning. You tie his hands behind his back and ask him why you shouldn't throw him in the sea to feed to the Blood Sharks. "I know who you are. I saw your face on a poster in Port Blacksand," the pirate says gruffly. "I've got something you need. Let me live and I will tell you what it is." You tell him to keep talking and you'll think about it. "I know the assassins are hunting you, and there's one who will try to poison you with snake venom. See my earring? It's a Snakefang. Wear it, and you won't come to any harm from snake venom." If you want to take the pirate's earring and wear it, turn to **37**. If you do not want to take the earring, turn to **296**.



8

You come to the foot of a hill and begin to breathe heavily as you run up it. The chasing Orcs charge up the hill without breaking step and are now only metres behind you. Exhausted, you turn to face them. Turn to **230**.

9

Back on dry land, you slip your hand inside the leather straps on the back of the shield. You feel a sudden surge of power run up your arm. You have found the Shield of the Sentinels. Add 1 *SKILL* point and 1 *LUCK* point. Pleased with your new piece of armour, you gather up your belongings and climb back up the stone steps to the top of the cliff. Turn to **127**.



10

Billy smiles and says, "That seems like a fair offer to me, brother Bobby. Throw the rope down to our new friend." You pick up the assassin's axes and climb out of the cellar and are greeted by the brothers, who slap you on the back. "No hard feelings, I hope?" says Billy. You shake your head and hand him an axe, a ring and 9 Gold Pieces. The brothers shake your hand and walk with you to the wooden gate, where they bid you farewell. You wave goodbye and set off again towards Kaad. Turn to **307**.



11

You fill the tin jug with water from the rainwater traps outside and can't stop thinking about the attempt on your life. After quenching your thirst, you decide to go in search of food. You are very hungry, having eaten only a bit of fish the previous day. Lose 1 *STAMINA* point. If you want to go fishing again, turn to **34**. If you want to explore the island for food, turn to **116**.



12

You undo the clasp and open the book to find that all the pages are hollowed out of the middle and there is a finely engraved gold ring wrapped in wool lying in the cavity. There are no words in the book other than an instruction on the title page penned in elaborate italic gold writing, which reads, *Kiss the Warp Ring to go back one minute in time. Choose your moment carefully because this can be done but once*. The chance to go back in time is impossible to resist and you slip the ring on to your middle finger. You turn it round and round on your finger as you walk back up the stairs to go outside with your mind spinning, thinking about what it might be like to go back in time. Turn to **305**.



13

You raise your arm just in time as the piercing arrow clatters into your shield and ricochets away. Your assailant reloads and fires again, but you manage to deflect the second arrow. With your sword drawn, you charge at your attacker, who throws back her hood to reveal the unmistakable features of a DARK ELF PRIESTESS. Her neck is covered with tattoos of writhing serpents and her long ice-white hair is tied up high on her head. She is wearing studded leather armour with iron-plated shoulder pads. Staring at you with cold, amethyst-blue eyes, she draws her long sword slowly from its scabbard, a shimmering blade made of the finest Salamonian steel enveloped in a swirling mist of vivid colours. Swinging it skilfully above her head, the Dark Elf advances towards you, meeting your sword with a clash of steel, her chilling war cry sending a shiver down your spine.

*DARK ELF PRIESTESS* *SKILL 8* *STAMINA 8*

If you win, turn to **61**.

## 14

You climb into the back of the open carriage, and the driver cracks his whip in the air to spur his horse into a trot. The woman turns to you as you speed along the dusty track and says, "My name is Florence Figgins. I'm the town's undertaker. I am on my way to Anvil to visit relatives. The chances are we won't get there before nightfall, but Henry here is more than capable of defending me from the creatures of the Pagan Plain. Now sit back and enjoy the ride. We should be at Otto's within the hour." The light begins to fade and by the time the carriage comes to a halt outside a log cabin, shadows are already creeping over the land. "Welcome to Otto's Outpost," Florence says warmly. "This is as far as you go with us. I hope you manage to track down Lord Azzur before he returns to Port Blacksand. Good luck." You jump down from the carriage and thank Florence for the ride. She snaps her fingers and her driver cracks his whip to send the horse into a gallop, and you watch the carriage disappear in a cloud of dust towards the setting sun. The log cabin looks to be well built and secured with wooden shutters on all the windows. There is a wooden sign above the door which reads OTTO'S OUTPOST. It's been a grisly day and you are relieved to find shelter. Turn to **264**.

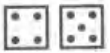
## 15

Apart from the boat being rocked by a school of Blubber Whales swimming close by, the voyage passes without incident. You sail along the rugged Allansian coastline until you come to an estuary which you know to be the entrance to Red River. You sail a short distance up the river to where there are two wooden buildings on the northern bank. You steer the *Blue Moon* over to the bank, jump out, and tie it up to a small dock. It feels good to be back on dry land, but you are also very aware that Lord Azzur will not rest until one of his assassins has delivered your head to him. If only Captain Crow had told you who the other assassins were before he died, you would be better prepared. Now you suspect everybody you meet could be an assassin. But at least you should recognize Garanka Vassell when you see him. You walk towards the buildings, which you note are a boatyard and a general store. Thinking you might be able to sell the *Blue Moon*, you decide to visit the boatyard first. Turn to **288**.



## 16

You come to a small sunlit glade where lots of exotic wild flowers are blooming. You walk through the glade but become anxious when you suddenly feel the ground tremble. You are thrown off your feet by a violent tremor and carried up into the air on a bed of soil engulfed in the jaws of a GIANT SLUGWORM which rises out of the ground. Its massive tubular body rises five metres into the air before it closes its jaws to swallow you whole. Everything goes dark. Your adventure is over.



17

A thick glob of drool flies past your head, just missing you. You do not stop to look back and you run through the undergrowth as fast as you can. Turn to **213**.

18

You run as fast as you can, but you are breathing hard after the gruelling battle with the Orc. You look round to see the chasing band of Orcs is slowly closing in on you. If you are carrying a Bag of Everything, turn to **94**. If you are carrying an ordinary backpack, turn to **376**.

19

The old man, who you notice has a bald pate and a ring on every finger, stops in his tracks and begins speaking cheerfully in rhyming couplets.

"No doubt the reason you've stopped me here
Is because it can't be me you fear
Perhaps you think my sack contains
Treasure, gold or illicit gains?
Banish all thoughts of theft and plunder
That would be an enormous blunder
I might look old and frail and tragic
But I'm a Monk with the power of deadly magic."

The old man folds his arms across his chest and starts



tapping his right foot impatiently, waiting for you to speak. If you want to ask him if there is anything in his sack that he would like to sell, turn to **211**. If you want to attack him with your sword, turn to **260**.

20

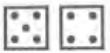
The blacksmith puts down his ladle and picks up his stone hammer. "Horseshoes? Don't take me for a fool. Where's your horse? Get out of here before I kick you out!" Rather than argue with the angry blacksmith, you go back outside and walk down the side passage. Turn to **330**.

21

The pirate ship is fast closing in on the *Blue Moon*, and you let go of the ropes to let the sail flap as though the boat is adrift. The pirates will be eager to find out if you have anything worth stealing, and your pretending to be dead might not deter them from finding out. If you possess a bottle of red ink, turn to **180**. If you do not have any ink, turn to **95**.

22

You are relieved to have survived another assassination attempt. The first thing that catches your eye is the warrior woman's silver necklace with the now familiar scorpion pendant hanging from her neck. You snatch it from her





*The storekeeper looks over the top of his wire-rimmed spectacles*

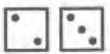


and place it in your pocket with the others. You also take the snake-shaped gold armband from her right bicep and empty her leather pouch, which contains 2 Gold Pieces. If you want to try on the armband, turn to **318**. If you would rather place it in your backpack, turn to **139**.

**23**

A bell rings when you open the door, and you see a curly-haired man behind a counter putting canvas backpacks on a shelf. All the shelves are crammed with hats, gloves, boots, belts, water flasks, rope and general camping equipment. The floor is covered with sacks, barrels and boxes filled with bread, vegetables, grain and dried foodstuffs. A glass display case on the counter contains some interesting-looking objects with runes and mysterious symbols on them. The storekeeper looks over the top of his wire-rimmed spectacles, smiles and says, "Well, well, well, if it isn't Lord Azzur's favourite person! I recognize your face. What brings you here?" Will you:

| | |
|---|---|
| Reply that you don't know what he's talking about? | Turn to **58** |
| Say that you want to buy some Provisions? | Turn to **64** |
| Ask him if he sells Elven Boots? | Turn to **317** |
| Smile politely and leave the store to head east on foot? | Turn to **203** |



### 24

You give a quick wave to the angry crew, turn, and dive over the back of the ship. You soon reach the *Blue Moon*, which is under tow in the wake of the pirate ship. You grab hold of the side and haul yourself on board. You know your only chance of survival is to act quickly and cut the rope attached to the grappling hook. Turn to **88**.



### 25

Azzur looks at you with contempt and says in a sinister voice, "Miserable worm. You failed to kill them all. Look behind you!" Before you have time to turn, your head is cleaved from your neck by a flashing blade. A huge cheer erupts from the excited crowd, many of whom have travelled far to see blood spilled today. Lord Azzur puts his arm around his assassin and says, "Congratulations. Not only have you earned my reward of 1,000 Gold Pieces, but you have also earned the right to represent me in Deathtrap Dungeon today. You will earn another 1,000 Gold Pieces of the prize money – if you survive!" The assassin bows to Lord Azzur and Baron Sukumvit raises his arm for the trumpets to signal the start of this year's Trial of Champions. The crowd goes wild, and one by one the

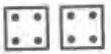


contestants salute the Baron and run through the ornate stone-pillared dungeon entrance and disappear into the darkness. Your adventure is over.

### 26

You hand over 2 Gold Pieces to Tall Tom, which brings a big smile to his face. "Thank you," he says happily. "I should also thank you for getting rid of Vassell. He was an all-round disgusting human being. He was rude, ate like a pig and his room stank. I could hardly believe it when he told me he was an assassin working for Lord Azzur! He showed me a 'Wanted' poster and told me he was going to chop your head off! He said that you might be coming here and that there were other assassins looking for you, although he was convinced he would win the 1,000 Gold Piece bounty. So much for that plan! But the others will undoubtedly pick up your trail. Now you don't look like a murderer to me, and the only way you can stop this is to find Lord Azzur and convince him to call off his dogs. So, what I suggest is, why don't you speak to Sidd the Seer over there? He's a little strange, but he sees things nobody else sees." You look over at the eccentric-looking man sitting at the table who smiles nervously and then looks away again. Will you:

| | |
|---|---|
| Go over to talk to Sidd? | Turn to **74** |
| Leave the tavern and head north? | Turn to **133** |
| Leave the tavern and continue east? | Turn to **157** |



27

You lose your footing and fall off the path, tumbling head over heels on to the beach below. You land on a patch of soft sand but are winded and twist your ankle badly. Lose 1 *SKILL* point and 2 *STAMINA* points. You look up to see the Flesh-Head peering down over the cliff edge, snarling aggressively. You stand up, winded and in considerable pain, and walk gingerly over to the mouth of the cave. Turn to **201**.



28

The door isn't locked and opens into a large room which smells of sewage and looks like it hasn't been cleaned in years. Old bones, dirty clothes, broken furniture, cracked plates, mouldy cheese, rotten meat, empty bottles and two dead dogs are piled up on both sides of a narrow walkway to the back of the room, where there is a filthy iron stove encrusted with burnt food. A blackened pot of cabbage water is bubbling away on the stove and there is, strangely, a golden idol in the shape of a pig on the shelf above it. If you want to take the idol, turn to **6**. If you would rather walk back to the entrance gate and head towards Kaad, turn to **307**.



29

The boat man glares at you and says, "I told you my offer was 20 Gold Pieces. That was a fair price. Now it's 15 Gold Pieces." You try to argue with him, but he threatens to drop his offer to 10 Gold Pieces. You reluctantly accept the offer of 15 Gold Pieces, which he counts out into your hand coin by coin. With the transaction done, he turns and walks back into his yard with his dogs following faithfully behind. If you now want to go in the general store, turn to **327**. If you would rather head east on foot immediately, turn to **203**.

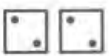
30

The man shrugs and says, "Oh, that's a pity, but never mind. So, what can I do for you?" If you want to say that you have come to return a box that you believe belongs to him, turn to **386**. If you want to ask if he has seen Lord Azzur in town, turn to **167**.



31

The man smiles and pulls out a mini crossbow from inside his coat and fires it at you. *Test Your Luck*. If you are Lucky, turn to **374**. If you are Unlucky, turn to **175**.



**32**

If you want to sell your old pair of leather boots, turn to **384**. If you have a pair of Elven Boots and want to sell them, turn to **324**.

**33**

Relieved to have survived another assassination attempt, you reach down to open Red Ruth's cloak and find a silver necklace around her neck with a scorpion pendant hanging from it. You break the chain and place the pendant in your pocket with the others. How many more assassins are out there, you ask yourself. You can only speculate as you walk up the passageway which leads on to Brick Street. If you want to go left and walk to the next junction, turn to **137**. If you would rather turn right and walk towards a small group of people who are standing at a crossroads, turn to **396**.

**34**

You spend two hours casting your line into the sea but fail to catch a single fish. The sea is rough, and the fish aren't



biting. Lose 1 *STAMINA* point and 1 *LUCK* point. If you want to carry on fishing, turn to **382**. If you would rather explore the island, turn to **116**.



**35**

The woman curses and says, sneering, "You are right to be suspicious of me, stranger. I am not Frances Fletcher. The real arrow maker had an unfortunate accident recently and is sadly no longer with us. My name is Gretta Morg. I am an assassin sent by Lord Azzur. Prepare to die!" The assassin reaches behind her and pulls out two short swords from sheaths hidden behind her back. You must fight her to the death.

| | | |
|---|---|---|
| *GRETTA MORG* | *SKILL 8* | *STAMINA 7* |

If you win, turn to **321**.

**36**

Your hands are shackled behind your back, and you are made to stand bleeding and battered in front of the baying crowd to await your fate. Baron Sukumvit orders his Guards to remove your helmet, and the crowd gasps when your face is revealed. Lord Azzur stares at you coldly, unmoved by the attack. The Baron turns to his guest and says, "My sincere apologies for this outrage, my dear Lord Azzur. As punishment, might I suggest we put this criminal in the iron gibbet hanging from the gallows in the town square and let the hungry crows do the rest?" Lord Azzur gives his approval with a simple gesture of the hand. You are dragged from the podium but manage to catch Throm's eye and mouth "good luck" to him. Whilst his fate is unknown, for you, the gallows await. Your adventure is over.



**37**

You take the earring and see that it has been made out of snake fangs. You fix it to your ear, wary that it might be a trick, but nothing untoward happens. "You'll thank me for this one day," the pirate says with a sneer. He asks you to untie him, but you refuse, saying that you will set him free only when you approach landfall. You trim the



sail and set a course away from the sea monster, which could appear again at any moment. If you want to head due east towards the Red River estuary, turn to **345**. If you would rather sail south-east to Port Blacksand, turn to **393**.



**38**

Brother Bobby rubs his chin and says, "Why would you say that? Any fool can see our crops are rotten! What do you think, brother Billy?" Billy rubs his chin and says, "You make a good point, brother Bobby. What I want to know is why was this sneak thief standing by the oven? Was it that maybe they had their eye on our little piggy? What say you down there?" If you want to insist that you were hoping to buy some food, turn to **240**. If you want to admit that you were going to steal the golden idol, turn to **143**.





*"My name is Zeedle. I am the Ferryman of Fang."*



**39**

You tap the brass bell with the edge of your sword. It rings out sharply and the man sits up with a start. He has long hair sticking out from under his woollen hat, and a lined and weathered face. His black woolen jumper matches his hat, and he smiles warmly as he steps on to the jetty, saying, "Good morning. My name is Zeedle. I am the Ferryman of Fang. For 1 Gold Piece I will gladly row you across the river. Please step aboard. I would advise against swimming across since this part of the river is teeming with flesh-eating Snapperfish." Will you:

| | |
|---|---|
| Pay Zeedle 1 Gold Piece? | Turn to **77** |
| Punch him in the face? | Turn to **132** |
| Swim across the river? | Turn to **155** |

**40**

The bracelet used to belong to an infamous pirate called "Stumpy" Stanley Stubbs who died at sea from food poisoning. His loot was shared out by his crew, including the bracelet, which was taken by a deckhand by the name of Jack Jamlo who later came to Snake Island and was never seen again. What neither of them knew is that the bracelet had been cursed by a blind Witch so that bad luck would come to all those who wore it, including you. Lose 5 *LUCK* points. Unaware of the curse, you are pleased with the bracelet, and head west back to your hut on the other side of the island. Turn to **217**.

41

The chicks stop screeching and you look down and see the Orc walk past the tree. You breathe a sigh of relief and climb down the tree when he is out of sight. You make your way quickly north to get as far away as you can from the Orcs. But just when you think you have escaped, a long blast on a hunting horn signals that you have been spotted by one of their scouts. You hear a loud roar behind you and the thunder of heavy footsteps of the band of Orcs giving chase. All you can do is run. If you are wearing Elven Boots, turn to **241**. If you are wearing ordinary leather boots, turn to **18**.



42

The assassin sees you running towards the tavern. He aims his crossbow at you and fires. The bolt thumps into your thigh with a dull thud. Lose 2 *STAMINA* points. The pain is terrible, and unable to run, you stop to pull the bolt out. But there is no time to treat the wound, as the tavern door suddenly bursts open. A heavily built man wearing a chain mail vest storms out of the tavern, screaming at the top of his voice, and charges at you like a raging bull, swinging a two-handed sword above his head. You draw your sword and ready yourself to fight the deadly assassin, Garanka Vassell. Turn to **53**.





43

You draw your sword and launch yourself at the giant carnivorous plant, hacking furiously at its proboscis. The fibrous texture is tough to cut through, and poor Captain Crow howls in agony each time you strike it. You finally manage to cleave through it, causing the vines to loosen their iron-like grip on the captain. You extract the proboscis from the captain's throat, but there is nothing you can do to save him. Whilst burying the captain, you see the proboscis of another Bloodwort creeping towards you, which you skewer with your sword. You walk back to the beach deep in thought and inadvertently step on a nest of Giant Fire Ants. Hundreds of ants swarm up your legs and sting you multiple times, injecting you with poisonous venom. Lose 2 *STAMINA* points. You run back to the beach as fast as you can, picking up a piece of wood on the way to replace the broken tiller. Still covered in ants, you wade straight out to sea to wash them off before jumping on board the *Blue Moon*. It doesn't take long to repair the broken tiller and, job done, you let out the mainsail and cast off. Turn to **71**.

44

Much to your relief, the key turns in the lock. You release the iron catch holding the trap shut and free your ankle. After bandaging the wound, you continue on your way and eventually come to a rickety old gate on the right which has a large sign nailed to it with the words BOGG FARM – BOG OFF painted on it. A gravel path leads from the gate to an old farmhouse, which sits in the middle of a small field separated from the grassland by a wooden fence. There is a stone post next to the gate with an arrow carved on it pointing towards the town and the words KAAD – 1 MILE underneath. From this distance, Kaad looks like it is a small town. The buildings are few in number and are mostly one or two storeys high except a stone tower in the centre of town. If you want to open the gate and walk up the path to the farmhouse, turn to **70**. If you would rather continue on to Kaad, turn to **307**.

45

The path alongside the river takes you through a wooded area beyond which there is a wooden building in the distance. As you get close, you see a sign above the front door which says TALL TOM'S TAVERN. If you talked to Harold Cornpepper about Tall Tom's Tavern, turn to **197**. If you didn't talk to him about the tavern, turn to **166**.

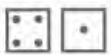


46

You aren't strong enough to pull the skeleton hand away, and the bony fingers sink deeper and deeper into your throat. Lose 1 *SKILL* point and 2 *STAMINA* points. Gasping for air, you are on the verge of passing out and summon all your remaining strength to pull the hand away from your throat. Roll two dice. If the number rolled is less than or equal to your *SKILL* score, turn to **214**. If the number rolled is greater than your *SKILL* score, turn to **337**.

47

The path veers away from the tributary and goes into a wooded area. You make your way carefully through the wood, ever alert for assassins who might be lying in wait to ambush you. You follow the path up a gentle hill and down the other side to where the wood opens out on to a large grass-covered plain. You see that the path continues north towards a forest and is met by another path heading north-east towards a town in the far distance. If you want to stay on the path heading north towards the forest, turn to **101**. If you want to walk to the junction and take the new path heading towards the town, turn to **200**.



**48**

You walk up to the men and see them pull long knives from inside their clothing. On the wall behind them, you see a "Wanted" poster with your face on it. The THIEVES know who you are, and you have no option but to fight them.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First THIEF* | *7* | *7* |
| *Second THIEF* | *6* | *8* |

Fight them one at a time. If you win, turn to **184**.

**49**

Silence descends over the crowd. Azzur plays to the audience, rubbing his chin as though appearing to be deep in thought. "That's a good number," he says coldly. "But it's not good enough!" Turn to **25**.

**50**

The Worm Dog's saliva is infected with a deadly virus. If you possess a bottle of Worm Paste, turn to **192**. If you do not have any Worm Paste, turn to **227**.

**51**

The little man shakes his head in disbelief and watches you disappear into the forest. You hear him call out,



"You'll be sorry," but ignore his warning. The thick foliage overhead cuts out much of the sunlight and makes the forest very dark and gloomy. It's hard work finding a way through the trees and dense undergrowth, and you keep stumbling over roots that are hidden by a thick covering of leaves. If you wish to press on regardless, turn to **16**. If you would rather retrace your steps and head east along the edge of the forest towards Kaad, turn to **328**.



**52**

You hear the click of the trigger, but the pistol misfires with the flint failing to ignite the powder in the chamber. The captain curses and draws his cutlass, telling his crew to stand back. "Leave this scurvy rat to me," he says in a gruff voice.

| | | |
|---|---|---|
| *PIRATE CAPTAIN* | *SKILL 8* | *STAMINA 8* |

If you win, turn to **239**.



*His longsword is held high above his head*



**53**

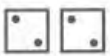
Garanka Vassell is in a violent rage with his mad eyes bulging in their sockets and his tongue sticking out of his gold-toothed mouth. He runs at you, screaming loudly, his chain mail vest glistening in the sun. His longsword is held high above his head, gripped firmly in his enormous hands, and he brings it down to strike you with all his brutish might.

*GARANKA VASSELL* *SKILL 10* *STAMINA 9*

If you win, turn to **387**.

**54**

There are four items in the display case which especially catch your eye. A gold bracelet etched with a sun symbol, a runic scroll, a silver ring with a ruby centre stone and a brass flute. "I see you've got your eye on a couple of things," the storekeeper says, eagerly rubbing his hands together. "Let me tell you about them. The Bracelet of Power will increase your fighting ability (add 3 *SKILL* points). The Scroll of Invisibility will enable you to turn invisible for a minute. Just hold the scroll out in front of you and utter the words 'Now you see me, now you don't.' The Ring of Healing will restore your health (add 6 *STAMINA* points). The Magic Flute always plays the same song no matter what notes you play, but I don't



know what it is. Each item costs 5 Gold Pieces or you can have all four for 15 Gold Pieces. Interested?" If you want to buy one or more of the items, pay the storekeeper the amount and make a note of your purchases. You thank him for his help and leave the store to head east in pursuit of Garanka Vassell. Turn to **203**.



**55**

You run up the street with the townsfolk chasing after you, shouting and waving their fists. If you want to run down an alleyway up ahead on the right, turn to **150**. If you have two Gold Pieces and want to throw them in the air to distract the chasing pack, turn to **113**.

**56**

You hear a faint click when you lift up the lid. You flinch, half expecting a poison dart to shoot out, but nothing happens. Inside the chest you find a leather purse tied shut, and a small silver box. Will you:

| | |
|---|---|
| Open the leather purse? | Turn to **319** |
| Open the silver box? | Turn to **377** |
| Close the chest and scour the beach? | Turn to **231** |



**57**

The heat subsides, and you immediately feel sharper and more powerful. You are wearing a Mamba Band with its snake-like magic powers which will increase your energy and improve your reflexes. Add 2 *SKILL* points, 2 *STAMINA* points and 1 *LUCK* point. Pleased with your find, you think about which way to head. If you want to keep going north, turn to **87**. If you want to head east along the new path, turn to **222**.



**58**

The storekeeper looks at you and says dismissively, "Don't give me that nonsense. Who are you trying to fool? Your face is on the poster outside. Don't lie to me or I'll be tempted to have a go at claiming the 1,000 Gold Pieces myself! You need my help, but now it's going to cost you 1 Gold Piece to stop me from closing my store and going home." If you want to pay the storekeeper, turn to **91**. If you would rather tell him to whistle for his Gold Piece and leave the store to head east on foot, turn to **203**.



**59**

The Assassin's dagger is coated with deadly frog poison, and although you only suffer a slight flesh wound, you drop to the ground feeling as though your blood is boiling. You begin to shake uncontrollably and soon pass out, never to regain consciousness. Your adventure is over.



**60**

When she sees you draw your sword, the assassin curses and pulls out two short swords from sheaths hidden behind her back. You must fight her to the death.

*GRETTA MORG* *SKILL 8* *STAMINA 7*

If you win, turn to **321**.

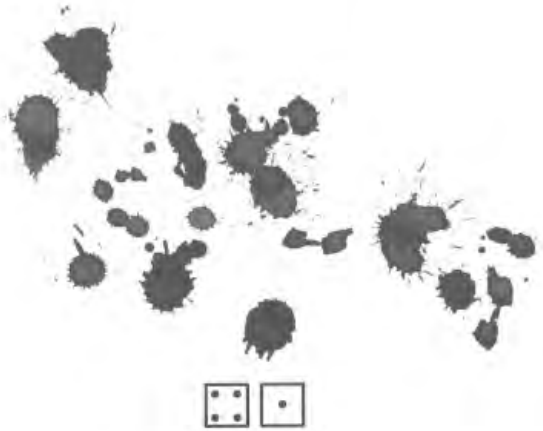
**61**

With blood trickling from her mouth, the Dark Elf still manages a contemptuous smile, and says in her dying breath, "I might have failed . . . but one of our guild will see you dead." With that, her head slumps to one side, and



she falls silent. You notice that she is wearing the same silver necklace and scorpion pendant as the bearded man who tried to kill you the previous night. You snatch it from her neck and put it in your pocket. "Bravo!" you hear a voice call out cheerfully. You turn and walk over to the *Blue Moon*, where you find Captain Crow chained to the mast. "That was impressive. I never thought you would get the better of Oleander Redfly. Now, if you don't mind, would you please release me from these wretched chains? The key is in there," he says, pointing at a wooden box on the foredeck. After freeing the captain, you ask him why people are trying to kill you. You show him the pendants and tell him about last night's attempt on your life. "That would have been Tarrak Kazan. He's an assassin," he says matter-of-factly. "Kazan won the right to have the first chance to assassinate you." The captain sees the puzzled expression on your face and begins a detailed account of what happened to him since he left you to fend for yourself on Snake Island. He recounts how he sailed back to Port Blacksand, where he saw "Wanted" posters plastered all over the city with a drawing of your face on them and a bounty of 1,000 Gold Pieces being offered by Lord Azzur for your head. The captain foolishly told the innkeeper at the Rusty Anchor Inn, where he was staying, that you had been sailing with him earlier that day. The innkeeper grunted as though uninterested, but the next morning the captain was hauled away by Imperial Guards

to Lord Azzur's palace to face his cruel interrogators. "Threatened with torture," he says, "I had no option but to tell the pig-faced brutes that I knew where you were. As soon as Lord Azzur found out, he stormed into the room and started screaming at me and kicking me for helping a prime suspect leave Port Blacksand. Whether or not it was true, his spies had told him that you had killed his master, Zanbar Bone. Now, I'm no fan of Zanbar Bone, and I say good riddance to the Demon Prince, but what was I supposed to do? I had no choice but to tell him that I had taken you to Snake Island. When he finished kicking me, Azzur sent for his best assassins from the notorious Scorpion Guild of Assassins to hunt you down. Kazan and Redfly might be dead, but there will be more assassins coming after you, I'm afraid. I watched them coolly draw straws to decide who would go first to hunt you down. Tarrak Kazan drew the longest straw and set off immediately. As we know, he didn't return with your head! The next day I was forced to sail back to Snake Island with Oleander Redfly on board, the next assassin in line to kill you. She boasted that she had assassinated many hapless victims and you would be next, but clearly she was wrong!" the captain says with gusto. "The problem we now have is that since Redfly will not return to the palace with your head this evening, Azzur will send out his next assassin to claim the bounty. He might be impatient enough to send them all out at once to hunt you down! On our voyage here, Redfly said that she was lucky to go second, as the assassins following her were the meanest, cruellest and most brutal assassins in all Allansia. I really feared for your life when she told me about a couple of them, particularly an ex-mercenary fighter called Garanka Vassell. His speciality is removing a victim's head from their shoulders with one swipe of his two-handed sword. I've never seen a more mean-looking brute. He had a dent in his skull caused by a war-hammer blow, and he also had a mouthful of gold teeth. We should leave Snake Island soon before Vassell pays us a visit! But I don't think right now is the time to be going to sea. Look, there's a storm brewing," the captain says, pointing at the darkening sky. "What do you want to do?" If you want to spend another night on the island, turn to **302**. If you want to tell Captain Crow to set sail immediately, turn to **182**.



62

A crossbow bolt flies past your head and slams into a tree trunk with a dull thud. You spin round and see the tavern door burst open. A bald-headed man wearing a chain mail vest storms out of the tavern screaming, and charges at you like a raging bull, swinging a two-handed sword above his head. You notice that he has a dent in his skull and all his teeth are made of gold. It is the deadly assassin Garanka Vassell and you must fight him. Turn to **53**.



63

You follow the woman down a flight of narrow steps to a candlelit tunnel which ends at a wooden door. The woman turns to you and says, "My inner eye told me you were in danger. You'll be safe here. Your face is familiar, but I can't place it. Have we met before? Perhaps it will come to me later. But no matter. You should be able to leave soon but, in the meantime, please enjoy my secret hideaway. It is my special place of solitude where I come to practise my magic powers. There is so much energy underground! Come, let me show you my books of magic." The woman walks to the end of the tunnel, pushes open the wooden door and disappears through the doorway. If you want to follow her, turn to **224**. If you would rather walk quickly back up the steps and go back outside, turn to **305**.



64

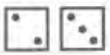
The storekeeper listens to you sympathetically as you relate the events of the past few days and says, "That is terrible. You look like you haven't eaten in ages! I make the best bread in the land, and I stock the tastiest cheese and tomatoes in Allansia. I'll sell you a fresh loaf, a big chunk of cheese and some ripe tomatoes for just 1 Gold Piece. If you need something special to put the food in, I'll also sell you a wizard's backpack for a bargain price of 4 Gold Pieces. It's a Bag of Everything. No matter what you put in it, it will always feel as light as a feather." Will you:

| | |
|---|---|
| Buy the food for 1 Gold Piece? | Turn to **105** |
| Buy the food and the backpack for 5 Gold Pieces? | Turn to **364** |
| Decline his offer? | Turn to **215** |



65

You jump on to the podium and are immediately set upon by the Baron's elite Guards, who rain blow after blow down on you with their iron maces, clubbing you to the ground.



If you are wearing a Warp Ring, turn to **130**. If you are not wearing this ring, turn to **36**.



**66**

You land heavily on the sand and sprain your shoulder. You also suffer a twisted ankle and two cracked ribs. Lose 3 *SKILL* points and 6 *STAMINA* points. If you are still alive, turn to **392**.

**67**

Bobby tells you to throw your sword up to him together with the Gold Pieces. "You can collect the carving and your sword by the entrance gate where brother Billy will leave them. I'm going to throw a rope down for you to climb up, so you can be on your way. No funny business, mind, or you'll feel the sharp end of my blunderbuss!" Minutes later a thick rope drops down into the cellar. Satisfied it will bear your weight, you climb out of the cellar, but the



brothers are nowhere to be seen. You waste no time and walk back to the wooden gate, where you see your sword and the gold-painted pig. You look back at the farmhouse and see the brothers sitting on the roof with Bobby holding his blunderbuss. They give you the thumbs up and begin laughing so hard they almost fall off the roof. You decide it best to leave them to it and bandage your leg before heading for Kaad. Turn to **307**.



**68**

You tap the man on the shoulder, and when he sits up, his hat falls off and you see he is not a human but an ugly GOBLIN with a huge nose and green warty skin. A weighted net suddenly falls down on top of you, dropped from above by a second Goblin standing on a high branch. The first Goblin springs to his feet, giggling with glee as you struggle to free yourself from underneath the heavy rope net. Roll two dice. If the total is equal to or less than your *SKILL* score, turn to **308**. If the number is greater than your *SKILL* score, turn to **342**.





*The ugly brutes have green warty skin*



**69**

The noise of marching feet and singing grows steadily louder, and it's not long before you see a band of leather-armoured creatures march into the clearing. The ugly brutes have green warty skin and blackened tusks protruding from their large mouths. Your nostrils twitch when the foul smell of their unwashed bodies wafts over on the breeze. You recognize the smell from previous encounters, as there is nothing more unpleasant than the putrid smell of an ORC's armpit combined with the hideous stench of the gas they release when they break wind, which is often. There must be thirty of them at least, all armed with axes, swords, cudgels and morning stars. They come to a halt in the clearing, and their leader, a huge beast with a horned helmet and extra-long tusks, begins to bark out orders. Six Orc Scouts are sent off in different directions, with one of them coming straight towards you! If you want to draw your sword to strike the Orc as it passes by, turn to **4**. If you want to climb the tree to hide, turn to **204**.

**70**

You pull the gate open and walk up the path to the farmhouse with your nose twitching from the foul stench coming from the cabbages which are rotting in the field. The farmhouse itself is in a bad state of repair and all the windows are boarded up. There are two broken rocking chairs, a bucket and a pile of firewood on the front porch.

If you want to open the front door, turn to **28**. If you want to walk back to the entrance gate and head towards Kaad, turn to **307**.

### 71

You soon get used to sailing the *Blue Moon*, and with a calm sea and a good breeze, you make good headway. Snake Island is soon no more than a speck behind you on the horizon. The sun is shining brightly and feels good on your face. The *Blue Moon* carves its way gently through the blue waters, and you feel like there's nowhere else you'd rather be. Whilst enjoying the moment, you know that you need to make a plan and decide your destination. Should you sail east to Red River to escape from the assassins? Or should you sail back to Port Blacksand to confront Lord Azzur? Your thinking is interrupted when you see a large wooden ship sailing towards you from the east. As it draws closer, you see it has a single mast supporting a large square-rigged sail with cannons sticking out on both sides of the hull. A black flag on its stern confirms your fear that a pirate ship is heading your way. There is no way you can outrun the ship, and you have to think quickly how best to avoid being captured. If you want to let your mainsail go loose and lie down on the deck, pretending to be dead in the hope the pirates will have no interest in you, turn to **21**. If you want to jump into the sea and hide behind the boat, turn to **329**.



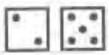
### 72

You are unable to keep your balance with the Giant Rat hanging on to your boot, and the barrel topples over, sending you tumbling to the ground. You are lying sprawled out in the rubbish when the crowd descends upon you. Two Guards take charge and grab your arms and another Guard takes your sword. Your feet are shackled, and you are dragged away to the cheers of the crowd. It's not long before you find yourself chained to a wall of a dark dungeon cell, awaiting the arrival of the Earl of Kaad who, you are told, will decide whether or not to hand you over to Lord Azzur. When he finally arrives, you can tell from the stern faces of Guards behind him that it is not good news. Your worst fears are confirmed when the Earl tells you solemnly that you will be taken in chains to Executioner's Square in Port Blacksand. Your adventure is over.



### 73

Three daggers fly past your head and sink harmlessly into the tavern wall. Not stopping to look back at the angry mob, you run through the tavern doorway and on down to the quayside. Turn to **234**.



74

The Seer invites you to sit down, and you notice there is a small wooden box in front of him on the table. "I know who you are," he says, fidgeting with a piece of bread. "No doubt you have a question for me? I should warn you that I only had one egg for breakfast today, so you can only ask me one question." If you want to ask him if he knows the whereabouts of Lord Azzur, turn to **208**. If you want to ask him to give you some information about the next assassin, turn to **257**.

75

You quickly rummage through your possessions and pull out the ancient scroll. Holding it in front of you with the Orcs bearing down on you, you try to remember the words to cast the spell. If you want to call out "I'm here, I'm there, but you don't know where", turn to **111**. If you want to call out "Now you see me, now you don't", turn to **394**.

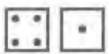
76

The berries taste quite bitter, but you are hungry, and eat several handfuls of them. You set off again, and it isn't long before you begin to feel unwell. You lean against a tree and are violently ill. The red berries are poisonous. Lose 1 *SKILL* point. Roll 1 die and reduce your *STAMINA* by the number rolled. If you are still alive, turn to **242**.



77

Zeedle thanks you for the Gold Piece and tells you to sit down in the boat whilst he unties the rope. He pushes off and pulls hard on the oars, steering the boat towards the far bank whilst telling you tales about Baron Sukumvit and Fang. It's a warm day and he stops rowing briefly to drink some water from a leather flask and then offers it to you. Thirsty after the morning walk, you take a long swig of the cool water. By the time the boat reaches the other side of the river, you are suffering from a sharp pain in your stomach. Zeedle helps you out of the boat and asks if you are feeling all right. He helps you over to a bench, where you sit down, clutching your stomach. The pain intensifies, and you begin to sweat profusely. "It looks like the water isn't safe to drink around here," Zeedle says, sniggering. "I should tell you that I'm not the real ferryman. He's dead, I'm afraid. I only pretended to drink the water from the flask myself. I mean, who would want to swallow Devil Bug larvae? The pain you can feel is from the ravenous little bugs, which have hatched in your stomach. They are now eating their way out and it won't be long before they burst out. I'm afraid you are doomed. The moral of the story is never trust an Assassin!" You are paralysed by pain and you can only watch on helplessly as Zeedle reveals his scorpion pendant and dangles it in front of you with a sickly grin on his face. Your adventure is over.



78

You put the bottle to your lips and take a small sip of the cool liquid, which surprisingly tastes like apple juice. In fact, you are certain that it is apple juice and take another swig. Feeling no ill effects, you keep drinking until the bottle is empty. Add 1 *STAMINA* point. You can't help but burp, which wakes up the old man with a start. "Whoa!" he says, leaping to his feet. "Thief! Robber! Who are you? I'm just a simple apple grower. Don't draw your sword, I beg of you, don't draw your sword. I'm desperate and all I ask is that you pay me for my apple juice – I mean, my magic healing potion. A Gold Piece would be very generous of you, but a silver coin will do." If you want to give the man a coin, turn to **151**. If you want to draw your sword, turn to **301**.



79

You run over to the rope ladder, climb up it quickly and look down on the pirate crew to talk to them. As soon as you speak, they jeer you and call for you to walk the plank for killing their captain. One of them throws a dagger at you which strikes your leg. Lose 2 *STAMINA* points. A huge cheer goes up, and the others pull out their knives to do the same. You hold up your hand and tell them that you would rather walk the plank than be a target for their



knife-throwing contest. Another cheer goes up, and you are escorted to the plank. You hear one of the pirates say, "With that bleeding leg, the Blood Sharks are going to be here in no time. I'll wager 5 Silver Pieces our friend here doesn't last ten minutes in the water! Any takers?" "Shut up and get on with it!" another says impatiently. You look out to sea, knowing you have to jump into the dangerous waters without much hope of survival. You breathe in deeply, step on the plank and take a running jump, hoping not to get sucked under the ship. You hear the pirates cheer loudly as you hit the water. When you surface, you swim as hard as you can towards the *Blue Moon* in tow. Roll two dice. If the number rolled is less than or equal to your *SKILL* score, turn to **265**. If the number rolled is greater than your *SKILL* score, turn to **144**.



80

You take careful aim at the man standing in the open window and release the arrow. Roll two dice. If the number rolled is less than or equal to your *SKILL* score, turn to **238**. If the number rolled is greater than your *SKILL* score, turn to **399**.



### 81

You are in considerable pain, lying in a pool of blood on the deck of the pirate ship. You open your eyes to a circle of pirate faces staring down at you. The captain pushes to the front of the circle and says, spitting with anger, "Nobody ever draws their sword on me and lives to tell the tale. But I'm not going to waste another bullet on you. It's the plank for you, matey!" The pirates cheer and lead you over to the gangplank, which is lashed amidships and hanging perilously out over the open sea. The pirates take all your possessions except for the few items in your pockets which they fail to notice in their ghoulish excitement. You are pushed on to the plank and one of the pirates says, "With that wound bleeding as it is, the Blood Sharks are going to be here in no time. I'll wager a Gold Piece our friend here doesn't last ten minutes in the water! Any takers?" "Shut up and get on with it!" one of the other pirates says impatiently. You look out to sea, fearful of having to jump into the dangerous waters without much hope of survival. You step on to the plank, breathe in deeply and take a running jump into the sea, hoping not to get sucked under the ship. You hear the pirates cheer loudly as you hit the water. When you surface, you swim as hard as you can towards the *Blue Moon* being towed along in the wake of the pirate ship. Roll two dice. If the number rolled is less than or equal to your *SKILL* score, turn to **265**. If the number rolled is greater than your *SKILL* score, turn to **144**.

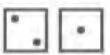


### 82

There is a satisfying dull thud as the keen edge of your sword bites into the sinews and bones of the Dragon's left foot. The giant beast roars in pain and flaps its wings frantically, trying to lift itself back up into the sky. It flies off east, roaring loudly. You watch it shrink to a tiny speck on the horizon before sheathing your sword. You look around and see half of the Dragon's foot, which was sheared off by your sword, lying on the ground. Dragon claws command high prices in Port Blacksand, and you cut off two claws, hoping one day to sell them to an armourer to make exotic weapons. Pleased with your treasure, you head back towards your hut on the other side of the island. Turn to **217**.

### 83

You throw off your backpack without stopping (deduct all the possessions and Provisions in your backpack from your *Adventure Sheet*). You keep on running and soon come to the foot of a small hill. You run up and over the top to where you see a white-haired woman standing in a doorway which has been cut into the trunk of a huge oak tree. "Over here!" she cries, beckoning you over to her. "Quick, come inside and close the door behind you!" If you want to follow her through the doorway, turn to **63**. If you would rather keep on running, turn to **274**.



### 84

The innkeeper takes your knife and leans forward to whisper in your ear, saying, "You can see the poster behind me. I know who you are. I don't want any more dead bodies in my tavern. It's bad for business. Give me 5 Gold Pieces, walk casually out of the door and leave Port Blacksand while you can." If you want to give the innkeeper 5 Gold Pieces, turn to **110**. If you want to refuse to do so, turn to **253**.

### 85

You join the pirates in their struggle to lift the rowing boat over the side of the ship and into the sea, but the steep angle of the ship's deck makes it a near-impossible task. The boat is too heavy to hang on to, and the pirates are forced to let go of it. You watch it skid along the deck and smash into the wheelhouse, which makes a large hole in the rowing boat. The ship is now almost on its side, being dragged slowly underwater by the giant Kraken. Unable to stand up, you are forced to jump into the foaming sea with the rest of the crew. The ship creaks and splinters and begins to break up as it rolls upside down. You hear the unnerving bubbling sound of air escaping from the upturned hull as it is dragged underwater by the giant sea monster mixed with cries for help from pirates ensnared in the Kraken's tentacles. It is all you can do to stop yourself from being sucked underwater by



the sinking ship. You swallow a lot of water and you feel your strength ebbing away. Lose 3 *STAMINA* points. All appears to be lost as you try to swim away from the carnage. Behind you, all that remains of the pirate ship are bits of rigging, broken planks, bottles and general flotsam. *Test Your Luck*. If you are Lucky, turn to **270**. If you are Unlucky, turn to **194**.

### 86

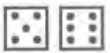
The woman throws back her cloak to show you that she is unarmed and says, "I won't take your distrust of me personally. I understand you can't be too careful in these parts! Let's shake hands and exchange tales." If you want to shake hands with the woman, turn to **313**. If you would rather draw your sword, turn to **35**.

### 87

You hear a rustling sound in the grass to the left of the path, followed by yelps and growls. The growls turn into the howls of a pack of four WOLVES which leap out in front of you. The lead Wolf is bigger than the others and its drooling jaw hangs open, displaying its sharp teeth. You step forward to attack the leader of the pack.

| | | |
|---|---|---|
| *WOLF* | *SKILL 5* | *STAMINA 5* |

If you win, turn to **295**.



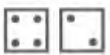


*A gigantic tentacle rises out of the sea*



**88**

You cut through the rope with one swipe of your sword and watch the pirate ship sail away. Moments later a gigantic tentacle rises out of the sea no more than twenty metres away from the pirate ship. Another tentacle rises out of the sea, then another, and another, until there are eight of them towering high in the sky. The ship is about to be attacked by a KRAKEN, a giant sea monster with a colossal squid-like body, two huge eyes and a beaked mouth. You hear booming explosions from the ship's cannon as two cannonballs whistle through the air towards the Kraken, one of them finding its mark and taking a big chunk out of one of the tentacles. The sea monster retaliates by wrapping two of its giant tentacles around the ship's mast. There is chaos on board when the Kraken starts pulling the ship over on to its side. Everything on deck that is not lashed down spills overboard. There is nothing the pirates can do to defeat the Kraken, and you hear them cry for help as they jump into the sea. You watch on in horror as the pirate ship rolls over and disappears below the waves, and the crew with it. Not wishing to be the Kraken's next victim, you hurriedly trim the *Blue Moon*'s flapping sail to get under way to escape from the sea monster. If you want to steer a course due east towards the Red River estuary, turn to **114**. If you want to sail south-east to Port Blacksand, turn to **310**.





*"Hello stranger, you look lost."*



**89**

You hurry along Clock Street, passing small shops and taverns. You see a noticeboard and recognize your face on the "Wanted" poster nailed to it. You keep your head down as you walk past merchants chatting in the street. You press on and look up briefly and see a man cross the street and walk towards you. He is wearing a long brown leather coat and a wide-brimmed brown leather hat pulled down low. He calls out to you, saying, "Hello, stranger, you look lost. I'm the town guide. Can I help you?" If you want to reply "Yes", turn to **31**. If you want to draw your sword, turn to **160**.

**90**

The boots help you run so fast that you are halfway down the path before the brothers see you. You keep on running at full speed and are almost at the gate before Bobby fires his blunderbuss at you. It's a long shot for such an unreliable weapon. Roll one die. If the number rolled is between 1 and 5, turn to **125**. If you roll a 6, turn to **323**.

**91**

The storekeeper thanks you for the Gold Piece and suggests you should consider buying some Provisions for your journey. If you want to buy Provisions, turn to **64**. If you want to ask him if he sells Elven Boots, turn to **317**.

92

Silence descends over the crowd. Azzur plays to the audience, rubbing his chin as though appearing to be deep in thought. "That's a good number," he says coldly. "But it's not good enough!" Turn to **25**.

93

Reacting with lightning-fast reflexes, you dodge left just in time as the Ninja's sharp blade splinters the top of the table. You draw your sword to fight the quick-footed Ninja, who is poised ready to strike again.

*NINJA WARRIOR* *SKILL 7* *STAMINA 6*

If you win, turn to **254**.

94

You keep on running and arrive at the foot of a small hill. Thankfully the Bag of Everything weighs practically nothing and without the burden of a heavy backpack you are able to run over the hill and down to a wooded area, where you see a silver-haired woman standing in a doorway which has been cut into the trunk of a huge oak tree. "Over here!" she cries, beckoning you over to her. "Quick, come inside and close the door behind you!" If you want to follow her through the doorway, turn to **63**. If you would rather keep on running, turn to **274**.



95

The pirate ship comes alongside the *Blue Moon* and you hear a gruff voice bark out an order. "One of you dogs jump on board the boat and toss the body in the sea. Tie a rope to the boat and we'll tow it to Port Blacksand and sell it." Your deception plan has failed. You open your eyes a fraction to see a scrawny-looking pirate standing on a plank above you, ready to dive into the sea. If you want to stand up and give yourself up to the pirates, turn to **290**. If you want to trim the sails of the *Blue Moon* and sail away from the pirate ship, turn to **361**.

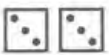


96

There is not enough time to pick up and throw the spear before the warrior is upon you, wielding her long knives around furiously. She strikes you twice before you even draw your sword to defend yourself. Lose 4 *STAMINA* points. You stagger backwards and watch the wild-eyed warrior stand still for a second with her head tilted to one side before uttering her shrill war cry and attacking you again in a flurry of flashing blades.

*ZENGIAN ULTRA* *SKILL 9* *STAMINA 6*

If you win, turn to **22**.



### 97

You wipe the hideous slime off your sword and walk back to take a look inside the lair of the Decayer hidden in the undergrowth. It is nothing more than a circle of stones around a flattened piece of ground. You notice that one of the stones has been carved in the shape of an eye. If you want to pick it up, turn to **395**. If you would rather leave it where it is and head east, turn to **213**.

### 98

You walk into a small kitchen where a big man in a grubby apron is standing by a wooden bucket drinking water from a ladle. He looks friendly enough, but his face is flushed and sweat is pouring down his brow. His shirtsleeves are rolled up and you see his bulging forearms, which have come from hammering hot metal on an anvil most of his life. The blacksmith stops drinking and looks at you suspiciously with water trickling down his chin. "Don't you think you should knock before walking in here?" he says sternly. "What do you want?" If you want to reply that you wish to buy some horseshoes, turn to **20**. If you want to tell him that you are being hunted by assassins, turn to **371**.

### 99

Following the map, you leave the market square via a narrow alleyway to your left which leads into Spice Street, then turn right on to Boot Street, where you see a group of scruffy urchins throwing stones in a puddle. One of them runs over to you and says, "Do you want to buy a catapult? You can't miss with it. Only 1 Gold Piece. A bargain. Go on, buy it." If you want to buy the boy's catapult, turn to **181**. If you want to ignore him and walk on, turn to **261**.



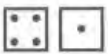


### 100

The coin lands on the floor, and you hear soft footsteps followed by the dull sound of a blade slashing at your bedding several times. Whoever it is, they are trying their best to kill you in your sleep. If you want to swing your sword in the direction of the intruder, turn to **315**. If you want to run outside, turn to **124**.

### 101

The sweeping plain is tall grassland as far as you can see, all the way to the forest in the dim distance. The path cuts straight through the long grasses, which sway slowly from side to side in the gentle breeze. Walking along, you see a pair of legs sticking out of the grass up ahead and an open backpack next to them. Whoever it is, they are groaning loudly and appear to be in a lot of pain. You draw your sword and approach cautiously. If you want to investigate, turn to **173**. If you want to ignore the person and keep walking along the path, turn to **363**.



### 102

The man eyes you up and down, looking at you as though he knows you from somewhere. He purses his lips, shakes his head slowly and says, "No, I don't recall meeting anybody called Vassell. Mind you, your face looks familiar, but I just can't place it." You decide to change the subject. Will you:

Ask the man if he's interested in buying a boat? Turn to **380**

Wish him farewell and go to the general store? Turn to **327**

Wish him farewell and set off east on foot? Turn to **203**

### 103

You slump back against the cellar wall, breathing hard, tired out after the hard-fought close combat. The brothers start clapping and cheering. "That was some fight, stranger. You sure gave Dax the Axe a lesson in swordplay all right, and the double-crossing skunk deserved it!" You ignore the brothers and pull back the Barbarian's cloak to find a silver necklace with a scorpion pendant. You break the chain and pocket the pendant, and curse Lord Azzur. You take two emerald rings from the Barbarian's left hand and open his leather pouch to find 18 Gold Pieces. "That's a fine haul, but you will have to make us an offer we can't refuse if you want us to let you go," Bobby says, pointing his blunderbuss at you. If you want to offer the brothers an axe, an emerald ring and half the Gold Pieces, turn to **10**. If you want to offer both axes, both rings and all the Gold Pieces, turn to **191**.



### 104

The water around you is blood-red. The Sea Snake's lifeless body floats slowly away on the current, leaving you free to swim over to the barrel. It is an old oak cask which is secured to the sea bed by a rusty chain. You are unable to remove the chain from the barrel but are able to prise off the wooden lid with your knife. You see a bronze shield, verdigris in colour, lying in a few inches of water at the bottom of the barrel. If you want to swim back to the shore with the shield, turn to **9**. If you would rather swim back to shore without the shield, gather up your belongings, and climb back up the stone steps to the top of the cliff, turn to **127**.

### 105

The storekeeper hands you the food, which will add 4 *STAMINA* points when eaten. You thank the storekeeper and decide what to do next. If you want to ask him if he has heard of Garanka Vassell, turn to **229**. If you want to leave the store and head east on foot, turn to **203**.





*A long-haired Barbarian wearing an eyepatch*



106

Weakened by your wounds, you sink to your knees under the weight of the Berserker's ferocious blows. You wonder how much more of the relentless onslaught you can take when you suddenly notice a long-haired Barbarian wearing an eyepatch running towards you from the town gates armed with two throwing axes. When he is no more than ten metres away, he hurls one of his axes at the Berserker and you hear it sink into his back with a dull thud. He immediately throws the second axe, which also strikes home. The Berserker teeters for a moment before toppling forward to land on top of you. You are pinned down by the dead weight of the body, unable to move. You watch the Barbarian walk up to retrieve his axes and are relieved to see that he is not wearing a silver necklace. His stern look turns into a half smile, and he drags the dead body off you and helps you to your feet. After thanking the Barbarian for saving your life, you snatch the silver scorpion from the Berserker's neck and place it in your pocket. The Barbarian introduces himself as Throm and tells you that Urzle Ironface was a slave pit fighter who gained his freedom after killing a hundred opponents, one of whom was Throm's brother. Throm asks why the Berserker tried to kill you and you tell him about the multiple assassination attempts on your life and that you have come to Fang to find Lord Azzur and settle the issue. Throm slaps you on the back and says, "That's bold!

I'm here for the Trial of Champions. It begins tomorrow. If you enter the contest, you'll be introduced to the Baron and Lord Azzur. It's probably your best chance of getting close to him. There's still time to enter if you want to?" You agree to Throm's plan and gather up your belongings. Certain that Lord Azzur will have put his "Wanted" posters up around town, you decide to wear Urzle Ironface's face-covering iron helmet so that nobody will recognize you when you enter Fang. Turn to **309**.



**107**

A crossbow bolt sinks into the back of your leg with a dull thud. Lose 2 *STAMINA* points. The pain in your back is terrible when you pull the bolt out, but there is no time to treat the wound, as the tavern door bursts open. A bald-headed man wearing a chain mail vest storms out of the tavern screaming, and charges at you like a raging bull, swinging a two-handed sword above his head. You notice that he has a dent in his skull and all his teeth are made of gold. It is the deadly assassin Garanka Vassell and you must fight him. Turn to **53**.



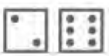
**108**

Your attempt to swat the bees is futile and they continue to sting you relentlessly. Lose 2 *STAMINA* points. You have no choice but to climb down the tree as fast as you can. Turn to **336**.



**109**

You look down at the assassin and see a silver necklace around his neck with the familiar scorpion pendant hanging off it. You snap the chain and put the pendant in your pocket as a crowd forms around you, whispering among themselves about the body on the ground. The mood of the crowd darkens, and an old man calls out to you accusingly, demanding to know who started the fight. You feel a tug on your shirt and look round to see a young woman in a long, hooded red cloak. She has piercing green eyes and she looks very anxious. "Quick, follow me before they realize who you are!" she whispers urgently in your ear. "There are posters everywhere with your face on them!" If you want to follow the woman, turn to **293**. If you want to run back the way you came, turn to **314**.



110

Trying not to attract attention, you take 5 Gold Pieces out of your pocket and slide them over to the innkeeper, who gives you a slight nod of the head in acknowledgement. You watch him tap a bottle loudly with a spoon and call for silence in the tavern. "The next round is on me!" he shouts out to his customers, who respond with a loud cheer. They all rush to the bar, giving you the chance to slip out of the tavern unnoticed. You make your way quickly down to the quay to where the *Blue Moon* is, thankfully, still moored. Leaning against the bollard is an unshaven, one-armed beggar with his head bowed. His dirty, baggy shirt and ragged cotton pants are partially covered by a moth-eaten blanket. He rattles a tin mug at you and says in a quivering voice, "Spare me a coin and I'll untie your boat for you." If you want to give the beggar a coin to help you cast off, turn to **389**. If you want to ignore him and untie the mooring rope yourself and jump on board your boat, turn to **129**.



111

You blurt out the words, but nothing happens. You are still visible to the band of screaming Orcs, which crashes into you with the force of a herd of stampeding Hippohogs.



Their flailing swords, axes, morning stars and cudgels make light work of your pitiful resistance, and the battle lasts less than a minute. Your adventure is over.

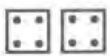


112

You manage to steady yourself and watch the loose step roll down the cliff face on to the beach below. You tread carefully the rest of the way down, reach the beach without further mishap and walk over to the cave entrance. Turn to **201**.

113

You throw the Gold Pieces up in the air, which causes a huge commotion behind you. The townsfolk stop giving chase and pile on top of each other on the ground in a mad scramble to snatch one of the coins for themselves. You don't stop to look back and turn right into Fountain Street and run in the Public Gardens up ahead on the left to hide. Turn to **268**.



### 114

Apart from Blood Sharks circling you at one point, the voyage to the mainland passes without incident. A strong easterly breeze speeds up the journey, and a few hours later the rugged Allansian coastline comes into view. The cliffs are quite high, but you see an estuary directly ahead which you know to be the entrance to Red River. It's not long before you are at the mouth of the river, where you see two wooden buildings on the northern bank. You steer the *Blue Moon* over to the bank, jump out, and tie it up to a small dock. It feels good to be back on dry land, but you are also very aware that Lord Azzur will not rest until one of his assassins has delivered your head to him. If only Captain Crow had told you who the other assassins were before he died, you would be better prepared. Now you suspect everybody you meet could be one of Azzur's assassins. But at least you should recognize Garanka Vassell when you see him, if not the other assassins. You walk towards the buildings, which you see are a boatyard and a general store. Thinking you might be able to get some gold by selling the *Blue Moon*, you decide to visit the boatyard first. Turn to **288**.

### 115

Frightened by your presence, the chicks don't stop screeching, and suddenly you hear the Orc calling from below. You look down and see the ugly brute at the base of the tree staring up at you, gesturing for you to come down.



If you want to climb down to fight him, turn to **235**. If you want to stay where you are, turn to **286**.

### 116

Picking your way through the thick undergrowth, you see a tall bush with lots of ripe red berries hanging from its branches. If you want to eat the berries, turn to **76**. If you would rather walk on, turn to **242**.

### 117

The Monk's eyes light up when you produce the 5 Gold Pieces. He rummages around in his sack and hands you a rolled-up piece of yellowed paper tied with a piece of string. After taking the coins from you, he rubs his hands together with glee and says:

"Five Gold Pieces, my oh my
Think of all the cheese I'll buy
Thanks again and I wish you well
Especially at the Wishing Well!"

He picks up his sack, throws it over his shoulder and walks off at a brisk pace. You untie the string and unroll the paper scroll and see that it is a map, but not one which requires you to travel very far. The Wishing Well is marked with an "X" in the Public Gardens in Fountain Street in Kaad! You are annoyed with yourself for paying so much

for the map and wonder if it will be worthwhile going to the well. If you want to follow the map to Fountain Street, turn to **99**. If you want to walk across the market square to Clock Street, turn to **140**.

**118**

You tentatively place the headband on, keeping both hands on it just in case you need to pull it off again. You wait for a minute, but nothing happens. Feeling no ill effects, you think about what to do. If you want to look at the books on the bookshelves, turn to **355**. If you want to walk up the stairs and go back outside, turn to **305**.

**119**

You take aim and hurl the meat cleaver at the pirate as hard as you can but are disheartened as you watch it fly over his head and land harmlessly in the sea. The scraggy pirate laughs at you and waves goodbye, sailing the *Blue Moon* east towards the mainland. Behind you, all that remains of the pirate ship is some rigging, bits of broken wood, and miscellaneous deck gear. *Test Your Luck*. If you are Lucky, turn to **270**. If you are Unlucky, turn to **194**.

**120**

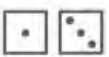
The woman signals for her driver to stop, and he pulls on his reins to bring his horse to a halt. He sits there rigidly, staring straight ahead with his long whip and



reins in his hands. The woman looks down at you from her bench seat and says in a haughty voice, "I recognize you from the posters in town. I was at a banquet last night as a guest of Lord Azzur, who was in Kaad for the day. He's a loathsome tyrant and I don't believe a word he says, but he claimed that you murdered his master. You don't look like a murderer to me. If you were hoping to find Azzur in Kaad, I'm afraid you are going to be disappointed. He left this morning for Fang. He's gone to see his old friend Baron Sukumvit, who is holding his annual Trial of Champions. Did you know that nobody has ever come out of Deathtrap Dungeon alive? Quite astonishing really. But there is always some fool who is willing to give it a go! Anyway, I must be on my way. I can offer you a ride as far as Otto's Outpost on the Pagan Plains if that is of interest?" If you want to accept the woman's offer, turn to **14**. If you want to enter the gates of Kaad, turn to **243.**

**121**

You continue your journey north and enter another wooded area. Not long after entering the woods, you hear the sound of marching feet coming from the east and deep voices singing a very rude song about the Dwarfs of Stonebridge. If you want to stand behind a tree and wait to see who is about to enter the clearing ahead, turn to **69**. If you would rather hurry on north, turn to **263**.



**122**

You lift the lid to find a small iron key with the number 44 stamped on it. You see it is a skeleton key which will open most locks. Add 1 *LUCK* point. Pleased with your find, you pocket the key and look around the cave. Turn to **365**.



**123**

You walk quickly up Bell Street without looking back and turn left into Fountain Street, where you see the town's Public Gardens up ahead on the right. Turn to **268**.

**124**

The intruder hears your footsteps and swings his long knife in your direction, slicing your arm with the tip of the blade. Lose 2 *STAMINA* points. You turn to defend yourself and must fight the agile KNIFE FIGHTER in total darkness!

| | | |
|---|---|---|
| *KNIFE FIGHTER* | *SKILL 7* | *STAMINA 8* |

If you win, turn to **174**.

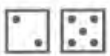


**125**

You hear a loud bang behind you and see a clump of cabbages to your left get shredded by lead shot. Seconds later you reach the farmhouse gate and turn around to see the twins sitting on the roof with Bobby holding his blunderbuss in the air, a wisp of white smoke drifting out of the barrel. They give you the thumbs up and call out to congratulate you. Add 1 *LUCK* point. They start waving and laughing so hard that they almost fall off the roof. You decide it best to leave them to it and bandage your leg before heading for Kaad. Turn to **307**.

**126**

The assassin holds out her hand and when you shake it, a violent pain shoots up your arm. Her face immediately lights up with evil glee, and she starts laughing hysterically. You try to pull your hand away but are unable to do so. Your hands are locked together in a cloud of swirling green mist which grows in size as the pain increases and spreads into your chest. Lose 2 *STAMINA* points. "What a gullible fool you are," she sneers. "Never trust an assassin! The pain you are experiencing will, I regret to say, lead to your heart stopping in a minute. Tonight, I will return to Port Blacksand with your head and claim the bounty of 1,000 Gold Pieces from Lord Azzur." If you were harmed by the Hand of Death on Snake Island, turn to **146**. If you didn't touch the Hand of Death, turn to **379**.





*A Fire Dragon swooping down to land*



**127**

You are about to head back to your hut on the other side of the island when you hear a loud roar above you like the sound of flames being fanned by giant bellows. You look up to see a FIRE DRAGON swooping down to land in the open space where you are standing. If you want to run for cover, turn to **391**. If you want to stand your ground and fight the giant fire-breathing creature, turn to **289**.

**128**

You do not have to wait long before somebody comes to your rescue. A long-haired man wearing animal skins and brown pants suddenly appears in front of you. He is carrying a wooden staff and a large canvas bag over his shoulder. He looks disappointed to see you and says, "You are not what I was hoping to catch in my trap! I suppose I'm going to have to set you free, but it's going to cost you." He holds out his hand expectantly and asks for 1 Gold Piece for his troubles. After you pay him, he takes a small key from his pocket and unlocks the trap. He helps you to your feet and trudges off to inspect his other traps. You bandage your swollen ankle and return to the path, eventually coming to a rickety old gate on the right which has a large sign nailed to it with the words BOGG FARM – BOG OFF painted on it. A gravel path leads from the gate to an old farmhouse, which sits in the middle of a small field separated from the grassland by a

wooden fence. There is a stone post next to the gate with an arrow carved on it, pointing towards the town, and the words KAAD – 1 MILE underneath. From this distance, Kaad looks like it is a small town. The buildings are few in number and are mostly one or two storeys high except a stone tower in the centre of town. If you want to open the gate and walk up the path to the farmhouse, turn to **70**. If you would rather continue on to Kaad, turn to **307**.



**129**

You yell at the beggar to move out of the way so that you can untie the boat from its mooring. As you reach for the rope, he suddenly throws off his blanket to reveal a sword held in the hand you thought was missing! With steely-cold eyes and a sinister smile, he lunges at you with his sword from close range, and wounds you badly in the midriff. Lose 1 *SKILL* point and 4 *STAMINA* points. If you are still alive, you must do what you can to defend yourself against the ELITE SWORDSMAN who lunges forward to strike you again.

| | | |
|---|---|---|
| *ELITE SWORDSMAN* | *SKILL 8* | *STAMINA 5* |

If you win, turn to **190**.



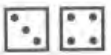
**130**

You are about to pass out but manage to put your lips to the Warp Ring and suddenly feel like you are tumbling head over heels through a black void with lights flashing in your head. You hear a loud bang and wake to find yourself standing in front of the gold podium, where Baron Sukumvit is standing next to Lord Azzur, surrounded by his elite Guards. You have gone back in time and decide with a second chance to show restraint and wait to be introduced to Baron Sukumvit. Turn to **233**.



**131**

A thick glob of drool hits your neck and starts to burn your skin like acid. The pain is intense, and you frantically pour water from your water bottle on to the open wound to stop the drool burning deeper into your skin. Lose 1 *SKILL* point and 2 *STAMINA* points. The Decayer lumbers towards you and you have no choice but to fight it. Turn to **306**.



## 132

Your powerful punch knocks Zeedle over and he lands on his back on the jetty. You pounce on him before he can sit up, pinning him down with your knees. You pull down the neck of his jumper and see the all-too-familiar scorpion pendant, which you snatch from its silver chain. Zeedle looks at you defiantly and spits out a tooth from his bloodied mouth. "You can't win," he says, grinning, trying to distract you as he reaches for a dagger hidden in his boot. Sensing his move, you punch him again and push him into the river. He lands with a splash and begins swimming frantically towards the bank. Attracted by the blood from his mouth, a school of SNAPPERFISH race in to attack him. A look of terror grips his face. He screams and spins round and round as the carnivorous fish begin their feeding frenzy, churning up the blood-red water. It's all over in seconds. You step aboard the boat and row yourself across the river to the opposite bank, wondering what fate awaits you in Fang. Turn to **163.**

## 133

The path takes you north through woods and open countryside on a walk which you would be enjoying more if you were not constantly looking over your shoulder for would-be assassins. Ahead you see a small man sitting cross-legged on an old moss-covered bench made of oak. He is a GNOME with a long, pointed nose, long grey beard



and long grey hair poking out from under his floppy green hat. He is wearing a bottle-green tunic and leggings and a pair of old leather boots which you notice have big holes in the soles. He looks at you with a sleepy expression on his face as he chews slowly on a piece of straw. "You don't by chance have a pair of boots for sale, do you?" he asks nonchalantly as you pass by. "Mine have had it and my feet are killing me. I'm willing to pay 1 Gold Piece for a pair of leather boots. And I'd gladly pay 10 Gold Pieces for a pair of Elven Boots." If you have a spare pair of boots that you wish to sell, turn to **32**. If you would rather carry on walking north, turn to **179**.



## 134

There are two pirates standing on the stern of the ship, and one of them spots you climbing on board the *Blue Moon*. He sounds the alarm, and more pirates run to the stern to find out what is going on. The captain appears on deck, pistol in hand, wearing a bright burgundy coat with brass buttons, and a matching coloured hat with a white plume. He takes aim at you with his pistol and pulls the trigger. There is a loud bang and a puff of white smoke. *Test Your Luck*. If you are Lucky, turn to **198**. If you are Unlucky, turn to **245**.



### 135

You walk briskly west until you come to a junction in the path where it meets another path running north-south. You don't see any point in going back south so you turn right and head north towards the forest, which you can see in the distance. Turn to **87**.



### 136

You tell the man about the tragic events that led to Captain Crow's death. He shakes his head and says, "Well, Sam didn't have no family, so I guess it's all right for you to sell his boat. But I'm not going to give you much for it mind, just in case you are making this story up. I'll give you 20 Gold Pieces for her, take it or leave it." If you want to accept his offer, turn to **375**. If you want to demand 30 Gold Pieces for the boat, turn to **29**.

### 137

Brick Street ends at a junction of Boot Street and Quiet Street. There are some mischievous-looking urchins in Boot Street, so you decide to turn right into Quiet Street



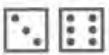
where, strangely, all the people are tiptoeing along in bare feet with their shoes tucked under their arms. Everybody is communicating by gesture and nobody is making a sound. An old woman wearing a headscarf looks at you fiercely and puts her index finger to her lips and points at your boots. If you want to take off your boots, turn to **335**. If you want to keep them on, turn to **360**.

### 138

You are unable to get out of the way of the Flesh-Head, which barrels into you, sending you tumbling over the cliff edge to the beach below. *Test Your Luck*. If you are Lucky, turn to **388**. If you are Unlucky, turn to **66**.

### 139

You put on your backpack and are about to set off when you suddenly feel a sharp, stabbing pain in your neck. You reach up and feel something smooth writhing in your fingers. It is a tiny gold-coloured snake which has injected you with poison. Lose 2 *STAMINA* points. You realize that the gold armband must be a deadly Mamba Band which comes alive unless worn. You throw the snake on to the ground and cleave it in two with your sword. Not wishing to chance it coming alive again, you kick it into the long grass. You tend to your wound whilst deciding which way to go next. If you want to keep going north, turn to **87**. If you want to head east along the new path, turn to **222**.



## 140

There is a Clock Tower in Clock Street set back on the right-hand side in the middle of a large paved area where a few townsfolk are sitting on benches, busily chatting to each other. The tall stone tower has a square base and has a clock face on each of its four sides at the top. You notice that the hands of one of the clocks are missing. There is a brass plaque by the front door of the tower with the name Balthazar Wittle inscribed on it. If you want to knock on the door, turn to **249**. If you want to carry on walking down Clock Street, turn to **89**.



## 141

The pirate told the truth. The Snakefang earring acts as an antidote to the toxic snake venom and you are unharmed by the dart. You draw your sword and rush forward to fight Tunku Yang, the notorious Poisoner of Kay-Pong. He looks surprised that you have survived his poisoned dart, and lunges at you armed with only a dagger.

*TUNKU YANG* *SKILL 5* *STAMINA 6*



If you lose an *Attack Round*, turn to **59**. If you win without losing an *Attack Round*, turn to **326**.



## 142

After a short tussle, you land a large eel on the rock where you are standing. It is brightly coloured, with vivid green and purple stripes running the length of its body. It has a long head with black eyes and a mouth with bulbous red lips and protruding needle-like teeth. It thrashes around on the rock, frantically trying to unhook itself from your line, and touches your leg with its tail. You suddenly feel a sharp pain run up your leg. You have been stung by an ELECTRO EEL. Lose 1 *SKILL* point and 1 *STAMINA* point. You stagger backwards in shock as the eel slips off its hook and slithers back into the sea. Lose 1 *LUCK* point. You decide you have had enough of fishing for the day and head inland in search of food. Turn to **116**.



### 143

"Well, give us 3 Gold Pieces and you can have it and be on your way! Brother Bobby made it himself, he did. Carved the little piggy out of a piece of wood and painted it gold. Looks just like the real thing, don't it?" Billy says, slapping his thigh and laughing like a neighing donkey. If you have 3 Gold Pieces and wish to buy the painted carving, turn to **67**. If you don't have 3 Gold Pieces or don't want to buy the carving, turn to **381**.



### 144

You do not have enough strength left to swim to the *Blue Moon* before the Blood Sharks swim in to attack. Your struggle against them is brief before the feeding frenzy begins. Your adventure is over.

### 145

As soon as he sees your face, Lord Azzur points at you and shouts, "It's the murderer!" Baron Sukumvit orders his Guards to arrest you. "No, not yet!" Azzur says sharply. "I admire the nerve of this fool. I want to know how many of my assassins have been killed." You remain silent and take the scorpion pendants out of your pocket and rattle them in your hand. "So, you think this is a game, do you?" Azzur continues in his sneering voice. "Right, let's play your game. Tell me, do you have an odd number or an even number of pendants in your hand?" If you want to reply "Odd", turn to **259**. If you want to reply "Even", turn to **25**.



### 146

Thanks to your encounter with the Hand of Death on Snake Island, your body has built up some immunity to Death Hand magic. Add 1 *LUCK* point. You are still in agony, but the pain is bearable enough for you to be able to draw a knife from your belt with your free hand. You slice open the back of the assassin's hand, forcing her to release her grip. She curses and pulls out two short swords from sheaths hidden behind her back. You draw your sword and advance to fight the wounded assassin.

*GRETTA MORG* *SKILL 8* *STAMINA 5*

If you win, turn to **321**.



*A quick glance left solves the mystery*



**147**

You manage to trace your path back to the beach on the west side of Snake Island and are quite relieved to see your hut again. You are about to go inside when you see a boat moored up on the beach. It's the *Blue Moon*, the same boat that brought you to the island. Captain Crow is on board, standing on deck. He looks anxious when you approach him but says nothing. When you call out to him, he doesn't reply, but his eyes dart right several times, as though he is trying to warn you about something. A quick glance left solves the mystery. Crouched down in the shadows of a large rock is a hooded figure in leather armour holding a loaded bow aimed straight at you. You hear a faint twang as the arrow is released from the bow. If you are carrying a shield, turn to **13**. If you do not have a shield, turn to **312**.

**148**

You have stepped on an animal trap. The jagged iron jaws snap shut on your left ankle and bite into the bone. Lose 2 *STAMINA* points. You discover that the trap is chained to a large rock buried in the ground. Unable to escape, you try prising the jaws apart with your sword, but the spring holding them shut is too strong. You notice there is a small keyhole on the base of the trap. If you have a small iron skeleton key, turn to the number which is stamped on it. If you do not have this key, turn to **397**.



### 149

The barmaid takes one look at you and shrieks loudly, dropping one of her mugs of ale. Everybody in the tavern turns towards you. Several rough-looking villains stand up, daggers in hand. "It's the murderer!" one of them cries. "It's more like 1,000 Gold Pieces on legs!" an old pickpocket shouts excitedly. Surrounded by the noisy mob, you decide to run for it. You kick over the table in front of you and dash for the door. Although the crowd is distracted by the flying table, three thieves still manage to throw their daggers at you. *Test Your Luck*. If you are Lucky, turn to **73**. If you are Unlucky, turn to **225**.

### 150

You run down the alleyway, which comes to a dead end at a high wall where two GIANT RATS are scavenging through a pile of rubbish which has been dumped against the wall. If you want to try to climb over the wall, turn to **320**. If you want to turn around to face the angry crowd, turn to **352**.

### 151

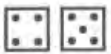
The man gives you a big hug when you pay him and thanks you over and over again. He reaches into his pocket and produces a clover leaf charm. "Please take this with my compliments," he says, smiling, handing you the small charm. "It was carved out of Salamonian goat horn. It will bring you good luck on your travels." You take it from him



and put it in your pocket. Add 2 *LUCK* points. You shake the man's hand and bid him farewell before setting off east again. Turn to **277**.

### 152

You keep your head down as you climb back on board the *Blue Moon*, very aware that lots of bad people will be looking for you to claim Azzur's reward. You cast off, setting a northerly course towards Red River. Apart from the boat being rocked by a school of Blubber Whales swimming close by, the voyage passes without incident. You sail along the rugged Allansian coastline until you come to an estuary which you know to be the entrance to Red River. You sail a short distance up the river to see two wooden buildings on the northern bank. You steer the *Blue Moon* over to the bank, jump out, and tie it up to a small dock. It feels good to be back on dry land, but you are also very aware that Lord Azzur will not rest until one of his assassins has delivered your head to him. If only Captain Crow had told you who the other assassins were before he died, you would be better prepared. Now everybody you meet could be one of Azzur's assassins. But at least you should recognize Garanka Vassell when you see him. You walk towards the buildings, which you note are a boatyard and a general store. Thinking you might be able to sell the *Blue Moon*, you decide to visit the boatyard first. Turn to **288**.



### 153

You pay the horseman 2 Gold Pieces and are soon galloping across the open plain. You soon discover that he is not keen to talk, and the only question he answers is when you ask him where he is going. "Firetop Mountain," he replies curtly, but doesn't elaborate when you ask him why. As the light fades you hear the howls and growls of the creatures of the night, which are eager to begin their hunt for food. By the time you arrive at the log cabin, shadows are already creeping over the plain. "This is where you get off," the horseman says abruptly, pointing towards the cabin. You jump down from his horse and watch him gallop off without another word said. The log cabin looks to be well built and secured with wooden shutters on all the windows. There is a wooden sign above the door which reads OTTO'S OUTPOST. It's been a grisly day and you are looking forward to a good night's sleep. Turn to **264**.

### 154

The lightning strikes the wooden mast, causing the mainsail to catch fire. Without a sail there is nothing the captain can do to steer the crippled craft. The storm continues to rage, and the captain loses control of the boat. A rogue wave crashes over the deck and washes you both overboard. Swimming in the heavy seas is exhausting, and by the time the dreaded Blood Sharks begin to circle, you have no strength left to fight them. Your adventure is over.



### 155

Zeedle watches on in disbelief as you wade into the river. Something brushes against your leg and suddenly the water churns up all around you. You feel a bite on your leg, swiftly followed by another, then another. The blood seeping from your cuts and wounds has attracted a school of SNAPPERFISH. Your blood runs freely, which sends the carnivorous fish into a feeding frenzy. The last thing you see is Zeedle rowing frantically over to you with a smile on his face and a dagger between his teeth. Your adventure is over.

### 156

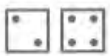
The intruder's dagger just misses your head and thuds into the wall behind you. You retaliate by swiping your sword through the darkness, and feel it strike home. A man's muffled cry breaks the silence, and you hear him stumble backwards. You step forward to finish off the intruder, who is a skilful KNIFE FIGHTER. Although injured, he is agile and quick on his feet, and you must fight him in total darkness.

*KNIFE FIGHTER* *SKILL 7* *STAMINA 6*

If you win, turn to **174**.

### 157

You leave the tavern behind and ten minutes later you see a rickety-looking wooden table to the left of the path



which is piled high with apples. There is a handwritten sign nailed to the table which says FREE APPLES. HELP YOURSELF. If you would like to eat an apple, turn to **221**. If you would rather keep heading east, turn to **358**.

**158**

The pain in your head steadily increases to the point that you pass out. Alas, you never wake up, and the next day Red Ruth rides to Port Blacksand to collect the reward of 1,000 Gold Pieces from Lord Azzur. Your adventure is over.

**159**

With supreme effort, you manage to prise one of the fingers away from your throat and snap it off. A wisp of green smoke escapes from the hollow of the broken finger, forming a small cloud in which the outline of the grinning face of an evil spirit appears. If you want to continue trying to prise the other fingers away from your throat, turn to **299**. If you want to take a swipe at the smoke cloud, turn to **188**.

**160**

The man curses and draws a sabre from his belt, shouting, "I, Blackthorn of Chalice, will see your head delivered to Lord Azzur." He runs at you with his sabre raised in the air.

*BLACKTHORN* *SKILL 8* *STAMINA 7*



If you win, turn to **109**.

**161**

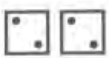
As you open the door, you are stabbed in the arm by the intruder. Lose 2 *STAMINA* points. Unable to see your attacker, you swing your sword blindly in the pitch-black darkness and feel it strike home. A man's muffled cry breaks the silence. The intruder is a skilful KNIFE FIGHTER, quick-witted and agile, and you must fight him in the dark.

*KNIFE FIGHTER* *SKILL 7* *STAMINA 6*

If you win, turn to **174**.

**162**

The men's eyes light up when they hear your offer to buy their fish. The fisherman who claimed to have caught all the fish picks up the bucket and thrusts it at you, which makes water slosh over the sides. There are six fish in the bucket and the man says he'll include the bucket for the price. You hand him a Gold Piece, which brings a big smile to his face. The men gather up their fishing equipment and head off west, and start arguing again, this time about the Gold Piece. You ignore them and set about making a fire and you are soon tucking into tasty grilled fish. Add 2 *STAMINA* points. Feeling content and well fed, you head north to walk along the bank of the tributary. Turn to **47**.





*"I am the berserker, Urzle Ironface."*



**163**

After tying the rowing boat to a wooden jetty, you walk along a cart track towards Fang in good spirits, heartened by the knowledge that Lord Azzur can't be far away. As you approach the main gates, a giant bare-chested man with bulging muscles steps out from behind the jail to stand in your way. His body is covered in jagged scars, and he makes no attempt to hide the silver scorpion pendant hanging on a silver necklace around his neck. He is wearing an iron helmet which completely covers his face and he is armed with a large battle-axe and shield. "I've been waiting for you," he growls slowly in a deep voice. "I knew you would come. You have defeated many assassins. But you cannot defeat me. I am the ultimate assassin. I am the berserker, Urzle Ironface. There is a bounty is on your head and I must do what must be done. It cannot be undone. This is my pledge to Lord Azzur." The huge man smashes his axe against his shield and strides forward to attack you.

*URZLE IRONFACE* *SKILL 12* *STAMINA 12*

If you are still alive after 5 Attack Rounds, turn to **247**.

**164**

The woman looks slightly off balance when you ask her the question. "No, I'm afraid not. Why do you ask?" she replies, composing herself again. You suddenly catch sight

of a necklace which was previously concealed by her hood. It looks to be made of silver. You take two steps backwards with your hand on the hilt of your sword. She looks at you aghast, and says, "Please refrain from drawing your sword. If you think I am an assassin, you are most certainly wrong. As you can see I am not carrying a sword and, apart from my arrows and whittling knife, I am completely unarmed." If you want to pull back her cloak so you can see if she is hiding a weapon, turn to **86**. If you want to attack her with your sword, turn to **287**.

**165**

The Dragon is covered with red, iron-like scales which look too thick to penetrate with your sword, so you aim your blow at its clawed feet, which are just above your head. Roll two dice. If the total is equal to or less than your *SKILL* score, turn to **82**. If the number is greater than your *SKILL* score, turn to **262**.

**166**

You become aware of a faint smell of smoke in the air and look round to see a thick plume of black smoke rising above the treetops into the sky. Whilst you are watching the smoke rise, you do not notice the window open on the first floor of the tavern and a crossbow appear which



is aimed at you. Roll one die. If you roll a 1 or a 2, turn to **269**. If you roll a 3 or a 4, turn to **107**. If you roll a 5 or a 6, turn to **62**.

**167**

Balthazar shakes his head and says, "No, I'm glad I haven't seen that despicable tyrant, and you are going to be disappointed if you were hoping to find him in Kaad. He held a banquet here last night for his cronies, and I heard he left this morning for Fang. He's gone to see his friend Baron Sukumvit, who is holding his annual Trial of Champions. Anyway, I have to get back to my work, so I'm going to say goodbye." Balthazar shuts the door, leaving you no option but to walk further up Clock Street. Turn to **89**.

**168**

You hear gasps of disbelief from the crew as you move to draw your sword, but the captain simply sneers and pulls the trigger of his pistol. *Test Your Luck*. If you are Lucky, turn to **52**. If you are Unlucky, turn to **350**.

**169**

The warrior's aim is deadly accurate. Her spear pierces your armour and lodges in your shoulder. Lose 2 *STAMINA* points. You manage to yank it free with the warrior closing in fast wielding two long knives. You draw your sword and ready yourself for combat. Turn to **266**.



### 170

The storekeeper rummages through all his drawers without success but finds a pair of boots under a pile of sacks on one of the top shelves. "I knew I had a pair somewhere," he says to himself with satisfaction, dusting them off. "They're not new, but they were made by a High Elf master boot-maker. Look at the quality of the leather and the stitching. If you wear these, you will be able to outrun anybody. I'm loath to sell my last pair, but I'll let you have them for 5 Gold Pieces." Will you:

| | |
|---|---|
| Buy the boots? | Turn to **351** |
| Reject the boots and buy some Provisions? | Turn to **64** |
| Leave the store and head east on foot? | Turn to **203** |

### 171

Silence descends over the crowd. Azzur plays to the audience, rubbing his chin as though appearing to be deep in thought. "That's a good number," he says coldly. "But it's not good enough!" Turn to **25**.

### 172

You are caught by a blast of flame. Lose 2 *SKILL* points and 4 *STAMINA* points. The burning pain is intense, but you dare not stop running. With its giant leathery wings flapping noisily above you, the Dragon climbs into the sky, ready to swoop down to attack you again with its fiery



breath. Running into the undergrowth, you are quick to spot an entrance to a burrow in the ground, perhaps a den made by a wild animal. If you want to jump down feet first into the burrow to hide from the Dragon, turn to **285**. If you want to keep on running, turn to **325**.



### 173

You part the tall grass with your sword and see a man dressed in green-and-brown woodsman's clothing lying face down with a dagger sticking out of his back. He groans loudly when you turn him on his side. "It's too late for me," he whispers slowly, staring at you with unblinking eyes. "Two Hobgoblins jumped me. I fought them off, but there was another one hiding in the long grass who stabbed me in the back. They took everything I had and left me for dead." The man grimaces in pain and breathes in hard before carrying on. "The cowardly dogs missed my gold. Take it." The man's eyes suddenly widen, and he goes listless. There is nothing you can do to save the woodsman. You find a hidden pocket in the seam of his tunic containing 3 Gold Pieces which you place in your pocket and continue your journey. Turn to **363**.



### 174

Breathing hard after the desperate fight, you think about who your attacker might be but know you will have to wait for the morning light to find out. Not wishing to spend time in the company of a corpse, you decide to sleep on the beach. Thankfully the rest of the night passes without incident, and you are relieved to see dawn finally break. You go back to the hut, where you find the body of a skinny man. Two long knives lie on the ground beside him. He has a dark moustache, a pointed beard and a thin, crooked nose. His clothing is Shazaari – loose-fitting black robes and black leggings, and a headdress made of a long black scarf wrapped around his head. His only jewellery is a silver necklace and pendant with a scorpion etching on it, which you take and put in your pocket. You also take one of the daggers from the cross belt slung around his neck. You wonder why he came to the island to kill you. Did somebody hire him to do it? If so, why? For now, there is no answer. If you want to search through the Knife Fighter's clothing, turn to **251**. If you would rather begin your daily quest for food, turn to **11**.

### 175

The man's aim is true, and a small dart-like arrow sinks into your leg. Lose 2 *STAMINA* points. The man sneers with satisfaction, draws a sabre from his belt and lunges at you, shouting, "I, Blackthorn of Chalice, will see your head



delivered to Lord Azzur." You must fight him.

*BLACKTHORN* *SKILL 8* *STAMINA 7*

If you win, turn to **109**.

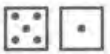
### 176

You open the door very slowly, mindful of traps and assassins that could be lying in wait. You hear somebody snoring and peer round the door to see a portly man with bushy eyebrows asleep in a rocking chair with his arms folded across his chest. He is wearing a white shirt tucked into a pair of baggy woollen trousers held up by bright red braces. There is a green bottle on a round wooden table next to him with a label on it which says POTION OF HEALING. Will you:

Tiptoe over to the bottle and take a swig from it? Turn to **78**
Tap the man on the shoulder to wake him up? Turn to **333**
Close the door and carry on walking east? Turn to **277**

### 177

Whilst wiping the blood off your sword with some leaves, you notice an iron bracelet lying in the earth near the entrance of the den. If you want to try on the bracelet, turn to **40**. If you would rather leave it where it is and head west back to your hut on the other side of the island, turn to **217**.



178

A crowd gathers around you after your brutal battle with the Giant. You ask one of the onlookers why the Giant attacked you. He looks at you as though you are mad, and says, "What did you expect? Borg hated noise. It hurt his head and made him uncontrollably violent. That's why he lived in Quiet Street!" A murmur spreads through the crowd and suddenly a voice blurts out, "I recognize Borg's killer from the 'Wanted' posters on the noticeboards! It's the murderer! Call the Guard!" You know that nobody would believe you if you told them that you are being hunted by assassins. You must act fast. If you want to run up Quiet Street, turn to **55**. If you want to turn and run back down Quiet Street, turn to **314**.

179

The path continues to wend its way north. As you walk along, something on the ground catches your eye which is almost hidden from view by a large bush. You lift up the leaves and see a sealed wooden box. There is a message written on a label attached to the lid which reads *Property of Balthazar Wittle, The Clock Tower, Clock Street, Kaad. Do NOT open.* You shake the box and hear what sounds like metallic objects rattling around inside. If you want to break the wax seal and open the box, turn to **232**. If you would rather put the box in your backpack and carry on walking north, turn to **121**.



180

You think that the best way to put the pirates off from coming on board the *Blue Moon* is to make them believe that you have died of plague, something they would not want to catch. You uncork the bottle and quickly mark your face with red ink, highlighting your insect bites to make them look like large open sores caused by deadly smallpox. You lie down on the deck and keep perfectly still as the pirate ship comes alongside. You hear voices discussing what should be done with you. A loud gruff voice, probably that of the captain, barks out an order. "One of you dogs jump on board the boat and toss the body in the sea. Tie a rope to the boat and we'll tow it to Port Blacksand and sell it." You dare to open your eyes a fraction and see a scrawny-looking pirate standing on a plank, ready to dive into the sea. He suddenly stops in his tracks and says, "If I board that boat we're all going to die! The dead body is covered with pox! I know plague when I see it." You hear the captain order his men to set sail immediately and watch the pirate ship sail away. Moments later you see a gigantic tentacle rise out of the sea, no more than twenty metres away from the pirate ship. Another tentacle rises out of the sea, then another, and another, until there are eight tentacles towering above the ship. They belong to a giant monster from the depths of the sea which has a huge squid-like body, two massive eyes and a beaked mouth. The ship is



about to be attacked by a KRAKEN. You hear booming explosions from the ship's cannon as two cannonballs whistle through the air towards the Kraken, one of them finding its mark and taking a big chunk out of one of the tentacles. The sea monster thrashes around in the sea and wraps two of its giant tentacles around the ship's mast, pulling the ship over. There is chaos on board as the Kraken slowly pulls the ship over on its side, causing everything on deck that is not lashed down to spill overboard. There is nothing the pirates can do to defeat the Kraken, and you hear them cry for help as they jump into the sea. You watch on in horror as the pirate ship disappears below the waves, and the rest of the crew with it. You trim the *Blue Moon*'s flapping sail and set a course away from the sea monster, sailing due east towards the Red River estuary. Turn to **114**.



**181**

You give the urchin a Gold Piece, which he bites to make sure it's real. His friends walk over, and an argument breaks out about who should keep the coin. They start pushing each other and the squabble turns into a fight.

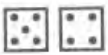


While you are distracted by the commotion, one of the urchins deftly slips his hand inside your pocket and helps himself to your possessions. His thieving done, the pickpocket whistles to his friends, and all the urchins run off down an alleyway together, laughing loudly. You have been robbed. Lose three of the items in your pockets. You also discover the catapult is broken. Lose 1 *LUCK* point. There is little point in wasting time chasing the urchins, so you continue your walk to the Wishing Well. Turn to **261**.



**182**

The captain frowns and says with a grunt, "It's cold, dark and the wind is getting up. That's not good. I think we should sail to the mainland first thing tomorrow morning." If you want to insist on setting sail immediately, turn to **258**. If you want to spend one more night on the island, turn to **302**.



### 183

You try to dodge out of the way of the Ninja's flashing blade but suffer a deep wound on your arm. Lose 1 *SKILL* point and 4 *STAMINA* points. If you are still alive, you draw your sword to fight the quick-footed Ninja, who leaps at you, cutting his blade through the air.

*NINJA WARRIOR* *SKILL 7* *STAMINA 6*

If you win, turn to **254**.



### 184

You take a knife from one of the thieves and tuck it into your belt. After making sure nobody is watching, you tear down the poster, screw it into a ball and toss it away. But you know it's probably futile and that everybody in Port Blacksand is likely to be on the lookout for you, hoping to claim the reward on offer for your head. If you want to get back on board the *Blue Moon* and sail north to Red River, turn to **152**. If you want to go in the Black Lobster Tavern at the end of the quay, turn to **334**.



### 185

You keep your eyes on the cave, but nothing emerges from the entrance. You are about to go down the steps when you hear a rustling sound in the undergrowth behind you. You spin round to see a large humanoid creature charging straight at you with its clawed hands outstretched. Its large head is totally devoid of skin, the skull blood-red, and its protruding eyeballs and long pointed teeth hideously exposed. The repulsive beast is a seldom-seen creature of chaos known as a FLESH-HEAD. Roll two dice. If the total is equal to or less than your *SKILL* score, turn to **267**. If the number is greater than your *SKILL* score, turn to **138**.



### 186

The fishermen watch you carefully with their swords half-drawn as you pass by. As soon as you are far enough away they start arguing again, even louder than before. You ignore them and head north along the bank of the tributary. Turn to **47**.



### 187

The cupboard door is slightly ajar. You open it further with the tip of your sword and see a crimson-glazed clay pot with a cracked lid. If you want to lift the lid off the pot, turn to **122**. If you would rather not touch the pot and instead look around the cave, turn to **365**.



### 188

You hack at the cloud of smoke, but your sword cuts harmlessly through it and merely causes the smiling face to laugh at you silently. You grimace from the acute pain of the skeleton fingers squeezing hard on your windpipe. Lose 1 *SKILL* point and 2 *STAMINA* points. Ignoring the smoke cloud, you make a last desperate attempt to prise the remaining fingers away from your throat before you pass out. Turn to **299**.



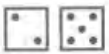
### 189

You eventually come to a rickety old gate on the right which has a large sign nailed to it with the words BOGG FARM – BOG OFF painted on it. A gravel path leads from the gate to an old farmhouse, which sits in the middle of a small field separated from the grassland by a wooden fence. There is a stone post next to the gate with an arrow carved on it pointing towards the town and the words KAAD – 1 MILE underneath. From this distance, Kaad looks like it is a small town. The buildings are few in number and are mostly one or two storeys high except a stone tower in the centre of town. If you want to open the gate and walk up the path to the farmhouse, turn to **70**. If you would rather continue on to Kaad, turn to **307**.



### 190

You look down at the body and see your attacker is wearing the familiar silver necklace and pendant with a scorpion etching. You snap the chain and put the pendant in your pocket just as a rowdy gang of thugs rushes down on to the quayside. Several gasp in horror on seeing the man lying on the ground in a pool of blood. "Look! Lazlo



Mallick is dead!" shouts a scar-faced villain. "There's the killer!" he screams, pointing at you. "It's the same person as the one on the 'Wanted' poster!" You sweep your sword threateningly from side to side as a warning to all and tell the mob that Lazlo Mallick was an assassin who was trying to kill you. "So are we!" somebody shouts out. "A bounty of 1,000 Gold Pieces is enough to turn anybody in Port Blacksand into an assassin!" a burly rogue adds with laughter. "Let's finish this!" "After you, mate!" a skinny peg-legged pirate retorts loudly in a scratchy, high-pitched voice. Some of the villains begin chuckling, giving you a fleeting moment to cut the rope holding the *Blue Moon* to its mooring. You jump on board and cast off. "Don't let the murderer get away!" the rogue shouts angrily. The mob advances to the water's edge and starts baying for your blood. Three men dive into the water to swim after you, but with a fair wind in your sails, the *Blue Moon* quickly leaves them behind. You look back and see others jump on board a fishing boat which causes an argument, and a fight breaks out on deck. The fishing boat remains moored to the quay, and you are able to sail away on the strong easterly breeze, setting a northerly course towards the Red River estuary. You are fortunate to have escaped the mob on the wharf, but at least another assassin has been eliminated. Turn to **15**.



**191**

Billy smiles and says, "That seems like a very fair offer to me, brother Bobby. Throw the rope down to our new friend." You pick up the assassin's axes and climb out of the cellar and are greeted by the two Dwarfs, who slap you on the back. "No hard feelings, I hope?" says Billy. You shake your head and hand over the axes, rings and 18 Gold Pieces. The brothers shake your hand and walk with you to the wooden gate where they bid you farewell. You wave goodbye and set off towards Kaad. Turn to **307**.



**192**

You pull the cork out of the bottle with your teeth and hastily spread the waxy paste on the bite marks on your leg. The magic compound does its job and the wound quickly heals, leaving you feeling none the worse for the experience. You pop the small bottle inside your pocket and are about to set off again when you notice an iron bracelet lying in the earth near the entrance to the den. If you want to try on the bracelet, turn to **40**. If you would rather leave it where it is and head back to your hut on the other side of the island, turn to **217**.

### 193

You stand over the fallen Orc, whose death cry was heard by the main group of Orcs. More than twenty of them bear down on you, screaming and baying for your blood. Lose 1 *LUCK* point. If you have a Scroll of Invisibility, turn to **75**. If you do not have this scroll, turn to **230**.



### 194

A few broken planks drift past you, but nothing large enough to climb on to. You swim on until you are exhausted, at which point you can do nothing more than tread water. Suddenly you see two fins cutting through the water, moving at speed towards you. There is no mistaking the red tip of the dorsal fin of a Blood Shark. Your worst fears are about to be realized as the sharks move in for their feeding frenzy. Your adventure is over.

### 195

There is a full moon and everything around you looks spooky in the half-light. You find shelter under a large bush



which keeps you hidden from the creatures of the night, and spend a restless night under the stars, hardly daring to go to sleep for fear of being attacked by the howling Wolves and other roaming monsters. You get up soon after dawn, feeling tired and hungry. Lose 1 *STAMINA* point. You set off immediately and pick up a trail heading north, which you decide to follow. Turn to **378**.



### 196

You raise your shield to ward off the flames shooting down from the sky. The flames are repelled but the shield becomes red-hot to the touch and burns the back of your arm. Lose 1 *STAMINA* point. The Dragon glides down to land on the edge of the cliff where you are standing, its gigantic clawed feet aimed directly at you. If you want to thrust your sword at the Dragon as it attempts to land, turn to **165**. If you want to run for cover, turn to **391**.



### 197

Mindful of the storekeeper's warning about an ambush, you slip behind a nearby tree to survey the tavern. A few minutes later you see a bald-headed man appear at an open window on the first floor holding a crossbow. He has a dent in his skull and all his teeth are made of gold. It is undoubtedly the deadly assassin Garanka Vassell. Will you:

| | |
|---|---|
| Call out to him? | Turn to **368** |
| Fire an arrow at him (if you have a bow)? | Turn to **80** |
| Run over to the tavern door? | Turn to **42** |



### 198

The lead shot whistles past your head and fizzes harmlessly into the sea. You hear the captain shout at his men to bring you on board his ship. If you want to cut the rope towing the *Blue Moon*, turn to **88**. If you want to give yourself up to the pirates, turn to **290**.

### 199

After handing over your possessions, you are led below decks to the galley, where you are ordered to help the ship's cook prepare the iron rations for the crew. Your first job is to pick maggots out of the dried meat and scrape the weevils off the sea biscuits. The smell of rotten food in the galley makes you feel sick, but you know it won't be too long before the ship reaches Port Blacksand. You keep your head down and only speak when spoken to as the old ship creaks and shudders its way across the open sea. Your disgusting job is almost completed when you suddenly hear shouting coming from the upper deck, and the captain screaming out orders to his helmsman to turn the ship hard to starboard. You run over to look through a porthole on the port side and are alarmed to see a gigantic tentacle rising out of the sea, no more than twenty metres away from the ship. Another tentacle rises out of the sea, then another, and another, until there are eight of them towering above you. The ship is about to be attacked by a KRAKEN, a giant sea monster with a colossal squid-like body, two huge eyes and a beaked mouth. You hear booming explosions from the ship's cannon as two cannonballs whistle through the air towards the Kraken, one of them finding its mark and taking a big chunk out of one of the tentacles. The sea monster retaliates by wrapping two of its giant tentacles around the ship's mast. There is chaos on board as the Kraken starts pulling the ship over on to its side. You hear the pirates cry for help as they jump into the sea, and it's all you can do to hang on as water bursts into the ship's



galley. The cook scrambles up the stairs and disappears, leaving you all alone. You grab his meat cleaver and follow him up on deck as the ship starts to sink. You see some pirates trying their best to launch a rowing boat, but the ship is heeled over, which makes their task impossibly difficult. If you want to help them launch the rowing boat, turn to **85**. If you would rather make your way to the back of the ship, cut the rope towing the *Blue Moon*, and jump into the sea to climb on board, turn to **304**.



### 200

The sweeping plain is grassland as far as you can see all the way to the town in the far distance. The path cuts a straight line through the tall grasses and you follow it north for a while before turning right to follow the path heading north-east. You walk along it for some time until you arrive at a junction with another narrow path. If you want to head west along the new path, turn to **135**. If you want to keep going north-east towards the town, turn to **369**.

### 201

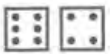
You peer inside the gloomy cave and see a coil of rope



hanging on a rusty iron peg just inside the entrance. You look up and see hundreds of black bats hanging upside down from the ceiling. There isn't much light, just enough to see what looks like a small wooden cupboard mounted on the wall at the back of the cave. If you want to take the rope, turn to **331**. If you would rather walk over to the cupboard at the back of the cave, turn to **187**.

### 202

The little man scrambles down the tree and introduces himself. "Hello, my name is Gerrit. I'm a Woodling. We live in the trees because there are just too many terrifying monsters stalking the forest. Some we can hide from, some we can run from, some we can slay, but none of us has ever defeated a Shape Changer or escaped from the jaws of a Giant Slugworm. What's your story?" You hand Gerrit two rations from your Provisions (deduct these from your *Adventure Sheet*) and tell him about Lord Azzur and the assassination attempts on your life. He looks at you aghast and says, "Don't chance going in the forest. You should go to Kaad immediately. A passing trapper told me that Azzur was in town! Walk east around the edge of the forest and you'll eventually see Kaad. You can't miss it." If you want to take Gerrit's advice and head east, turn to **328**. If you would rather ignore his advice and go in the forest, turn to **51**.





*He is fast asleep and snoring loudly*



## 203

You set off at a brisk pace, following a well-worn path along the riverbank. Up ahead you see a small man lying on the ground, his back propped up against a tree and his arms folded across his chest. He's wearing a dark green tunic and brown leggings which are tucked into his green leather boots. A floppy green felt hat is pulled down low over his face. He is fast asleep and snoring loudly. If you want to wake him up to speak to him, turn to **68**. If you would rather keep heading east, turn to **244**.



## 204

You climb up the tree as fast as you can and stand still on a high branch. You suddenly notice a large bird's nest in the fork of the branch above in which two Death Hawk chicks start screeching loudly. *Test Your Luck*. If you are Lucky, turn to **41**. If you are Unlucky, turn to **115**.



### 205

You do not have to wait long before somebody responds to your call for help. You sense somebody is standing behind you, watching, and your worst fears are confirmed when you realize it is not the trapper. "Thank you for calling out to me! I'm surprised my fellow assassins failed to slay you when you make it so easy to find you. Lord Azzur will be pleased with the gift I will bring him in the morning and I will be 10,000 Gold Pieces the richer." Caught in the trap, there is nothing you can do to defend yourself from the strike of the assassin's blade. Your adventure is over.

### 206

You are caught by the fiery blast which burns your flesh badly. Lose 1 *SKILL* point and 4 *STAMINA* points. The pain is terrible, but there is no time to think about it as the Dragon glides down to land on the edge of the cliff where you are standing with its gigantic clawed feet aimed directly at you. If you want to thrust your sword at the Dragon as it attempts to land, turn to **165**. If you want to run for cover, turn to **391**.

### 207

Much to your relief, the bystanders do not pay you any attention. Your brief time in Kaad has been a battle for survival and, not wishing to get into any bloodier battles, you decide to head for the main gates and leave town. You



walk down Clock Street, which takes you to the market square and on down Crown Street to the main gates. There aren't many people about other than a few merchants leaving town after a long day at the market. As you walk out through the gates, a mean-looking man in a hooded black cloak and a bow and quiver of arrows slung over his shoulder rides past you on a black horse. He glances down at you as he passes by and spits on the ground. If you want to ask him for a ride, turn to **303**. If you want to carry on walking, turn to **252**.

### 208

Sidd leans forward and slowly opens the wooden box. He reaches inside and lifts out a clear glass ball which has multicoloured gases swirling around inside it. Holding it aloft on the fingertips of one hand, he closes his eyes and begins talking in a language you do not understand. The swirling gases suddenly clear, and inside the crystal ball you see a horse-drawn carriage speeding along a dusty road. The Seer opens his eyes again and the image disappears. "Azzur left Port Blacksand early this morning and will soon be arriving in Kaad. You should head north if you hope to catch him. I'm risking my life telling you the whereabouts of the Dark Lord so a payment of 1 Gold Piece would seem fair, don't you think?" Sidd says, holding out his hand. If you want to pay him, turn to **282**. If you want to leave without paying, turn to **372**.

## 209

There is nobody looking out to sea from the stern of the pirate ship, and you slip unseen on board the *Blue Moon*. It's a bumpy ride, but you make great headway being towed along by the pirate ship. If you want to continue being towed to Port Blacksand, turn to **5**. If you want to cut the rope that is towing the *Blue Moon*, turn to **88**.



## 210

You instinctively reach up and grab hold of a large black spider with its long hairy legs wriggling in your hand. You feel a sharp pain in one of your fingers. You have been bitten by a poisonous spider. Lose 2 *STAMINA* points. You throw it on to the ground and crush it underfoot. You suck out the poison, spit it out, then walk on towards Kaad, crossing a field to a dirt road which leads to the main entrance gates of town. You see a horse-drawn open carriage coming out through the gates driven by a man wearing a bowler hat and a tailored waistcoat over his crisp white shirt. Sitting bolt upright next to him, looking snootily down her nose with an air of grand superiority, is a rosy-cheeked woman wearing a floral hat and long baggy black dress. If you want to put your hand up to stop the carriage to talk to the woman, turn to **120**. If you want to keep your head down and enter Kaad, turn to **390**.





## 211

The Monk drops his sack on the ground, and says:

"The sack is certainly very full
But it's mostly balls of orange wool
A woolly jumper I will knit
To keep me warm through the wintry bit
The only thing I have to sell
Is a map leading to the Wishing Well."

He stares at you fiercely with one eyebrow raised and demands 5 Gold Pieces for his map. If you have 5 Gold Pieces and wish to buy the map, turn to **117**. If you do not have 5 Gold Pieces or do not want to buy the map, turn to **3**.

### 212

Luckily, the barrel does not topple over. You kick out again, harder this time, which forces the Rat to loosen its grip on your boot. You regain your balance and jump up to grab the top of the wall, pulling yourself up just as the crowd is closing in. You look down and see the Armed Guards arguing about who should be giving who a leg up to climb over the wall. You leave them to it and jump down into the back yard of a small house. There is a pile of coal in one corner of the yard and you can feel the heat from the fire of an open furnace nearby. There is an anvil next to the furnace and a hammer and tongs hanging from hooks on the wall. You notice the back door of the house is ajar and there is a passageway running down the side of the house to the street. If you want to go into the house, turn to **98**. If you want to walk down the side passage, turn to **330**.

### 213

You reach the east side of the island in less than an hour, emerging from the undergrowth on to a rocky open area which ends at the edge of a cliff. There is a beach below and you notice a cave entrance at the base of the cliff. There are some rough stone steps leading down to the beach. If you want to walk down the steps and enter the cave, turn to **294**. If you would rather wait to see if there is any sign of life inside the cave, turn to **185**.



### 214

Fighting for your life, you just manage to gather enough strength to prise one of the fingers away from your throat. You snap it off and a wisp of green smoke escapes from the hollow of the broken finger, forming a small cloud in the shape of a grinning face of an evil spirit. If you want to continue trying to prise the other fingers away from your throat, turn to **299**. If you want to take a swipe at the smoke cloud, turn to **188**.

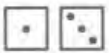
### 215

The storekeeper looks at you in disbelief, and says abruptly, "As you wish. I'm going home now. You're on your own. Good luck." The storekeeper begins closing the window shutters and asks you to leave whilst he locks up. You have no option but to leave the store and head east on foot. Turn to **203**.



### 216

Azzur looks at you closely, nodding his head several times deep in thought. "That's an impressive number," he says coldly. Turn to **276**.



### 217

You hack your way through the undergrowth, being careful not to brush against the poison-tipped creepers. You hear the sound of buzzing overhead and look up to see a swarm of bees fly out of their hive high up in a tree. If you want to climb the tree to see if you can find some honey, turn to **370**. If you would rather press on to get back to your hut, turn to **147**.

### 218

The Luck Gods smile on you and decide that yours is a Ring of Good Fortune. Add 1 *SKILL* point, 2 *STAMINA* points and 3 *LUCK* points. You put the clock hands back in the box and place it back under the bush before setting off north again in good spirits. Turn to **121**.



### 219

You attack the rats, hacking at them furiously with your sword. You are bitten several times by some which run up your leg. Lose 2 *STAMINA* points. More rats swarm out of the drain and you soon realize there are just too many of them for you to overcome. You give up trying and walk back up the stairs to where Balthazar is waiting. "Call yourself a rat catcher? If you think I'm going to pay you, you can think again! You can go now. I'm going to get somebody else to do the job." He opens the front door and signals for you to leave. You barge past him and turn right up Clock Street. Turn to **89**.



### 220

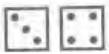
The intruder's dagger strikes you, but only causes a light flesh wound to your arm. Lose 2 *STAMINA* points. You retaliate by swiping your sword through the darkness, and feel it strike home. A man's muffled cry breaks the silence, and you hear him stumble backwards. You step forward to finish off the intruder, who is a skilful KNIFE FIGHTER. Although injured, he is agile and quick on his feet, and you must fight him in total darkness.

*KNIFE FIGHTER* *SKILL 7* *STAMINA 6*

If you win, turn to **174**.

### 221

The apple is crisp and tasty, and just what you need after a long walk. You help yourself to a second apple and devour it just as quickly as the first one. Add 2 *STAMINA* points. You look round but there is nobody to thank, so you set off east again. Turn to **358**.





*An unpleasant smell suddenly fills your nostrils*



**222**

You walk east some distance until you come to a junction in the path where it meets another path running north-south. You don't see any point in going back south so you turn left to head north towards the town, which you can see in the distance. Turn to **369**.

**223**

You set off again, picking a path through the thick undergrowth, wondering what other strange things you might discover on the creepy island. It's not long before you find out. An unpleasant smell suddenly fills your nostrils – a foul stench like rotten eggs. There is a strange mound in front of you, something that resembles a huge lump of green wax. Suddenly it moves, rising up slowly on its trunklike legs. It is a huge creature with an enormous oval head and tiny sunken eyes, two small holes for a nose, and a gaping fanged mouth from which drool dribbles down its multilayered chin. It is covered with open sores which ooze thick, yellow pus which trickles down its bloated body like melting candle wax. A swarm of flies buzzes around the creature, landing on it to feed on its stinking excretions. The creature's noxious smell makes you light-headed and you start to feel dizzy. If you want to stand your ground and fight the DECAYER, turn to **306**. If you would rather flee, turn to **359**.



### 224

You enter a musty-smelling candlelit room which has an enormous bookcase set against the far wall. The shelves are crammed full of ancient leather-bound tomes. There is a table and chair in the middle of the room, with several books lying open on the table. The woman invites you to look at a book entitled *Dragonfire*. As you flick through the pages you see her glance over your shoulder. Her smile vanishes, and the door suddenly slams shut behind you. You spin round to see the man who was hiding behind it. Dressed head to toe in loose black robes, all you can see of his face are his stone-cold brown eyes. Holding his straight-bladed short sword above his head in both hands is a NINJA WARRIOR who utters a shrill battle cry and leaps forward to attack you. If your current *SKILL* score is 8 or greater, turn to **93**. If your *SKILL* is 7 or less, turn to **183**.



### 225

You feel a sharp pain as one of the daggers finds its mark, hitting you squarely in the shoulder. Lose 2 *STAMINA* points. Not stopping to look back at the angry mob, you run through the tavern doorway and on down to the quayside. Turn to **234**.



### 226

You notice that some of the people standing at the crossroads are armed with clubs and pitchforks, and you suspect they are probably looking for you. You pretend to scratch your head as you walk past them, trying to hide your face. *Test Your Luck*. If you are Lucky, turn to **207**. If you are Unlucky, turn to **284**.

### 227

You look at the bite marks on your leg and are horrified to see tiny white thread-like worms wriggling around in the wound. You scrape them off with your knife, but there is nothing you can do to rid yourself of the virus the worms have infected you with. You break out in a sweat and suddenly feel very unwell. You get hotter and hotter as the virus takes hold and you soon pass out. Only people with a strong constitution can survive the Gungh Virus. Lose 10 *STAMINA* points. If you are still alive, turn to **398**.

### 228

You catch sight of a small deer grazing in the warm sunshine. You walk towards it but as soon as it sees you it bounds off and disappears into the long grass. You walk back to the path, and step on something metallic which was hidden from view by the grass. *Test Your Luck*. If you are Lucky, turn to **332**. If you are Unlucky, turn to **148**.



### 229

The storekeeper frowns, and says solemnly, "Yes, I've heard of him. He paid me an unwelcome visit earlier today. He barged in, spat on the floor and made a horrible smell. Then he helped himself to my food, took an axe, some rope and didn't pay me a penny. A disgusting human being if ever there was one. He put up the 'Wanted' poster on the wall outside, which, as you know, has your face displayed on it. When he finally spoke, he told me his name and said that if I saw you, I was to tell you I had seen him in Tall Tom's Tavern, which is half an hour's walk east of here. Then I was supposed to light a fire and cover it with wet leaves to make a smoke signal to let him know you were on your way, so he could ambush you. Don't worry, that's not going to happen. Harold Cornpepper is not in the habit of helping assassins. If you are the valiant warrior who defeated Zanbar Bone, Allansia will be forever in your debt. However, Lord Azzur will not rest until you are dead. You will need to be prepared for when you meet Vassell. Might I suggest you purchase one or two magic items from my display case?" You thank the storekeeper for his advice and decide what to do. If you want to look at the items in the display case, turn to **54**. If you want to leave the store straight away and head east in pursuit of Garanka Vassell, turn to **203**.



### 230

The band of screaming Orcs crashes into you with the force of a herd of stampeding Hippohogs. Their flailing swords, axes, morning stars and cudgels make light work of your pitiful resistance, and the battle lasts less than a minute. Your adventure is over.

### 231

A search of the beach yields a silver coin buried in the sand and a rusty old knife which you find in a rock pool. You put the items in your pocket and look out to sea to spot a barrel bobbing up and down which appears to be attached to the seabed by a rope or a chain. If you want to swim out to the barrel, turn to **255**. If you would rather climb back up the stone steps to the top of the cliff, turn to **127**.

### 232

You hear a faint click when you lift the lid. A small dart shoots out of the box and lodges painfully in your shoulder. Lose 2 *STAMINA* points. Inside the box you find 10 Gold Pieces, two long brass clock hands and a gold signet ring with a question mark engraved on it. You pocket the Gold Pieces and examine the ring. If you want to try it on, turn to **346**. If you would rather put the ring and the clock hands back in the box and place it back under the bush and continue north, turn to **121**.



### 233

One by one, the contestants are introduced to Baron Sukumvit and Lord Azzur. When your turn comes, the Baron asks you to remove your helmet before stepping on to the podium out of respect for his guest. If you want to take off your helmet, turn to **145**. If you want to refuse to take it off for fear of being recognized, turn to **366**.

### 234

Port Blacksand is not the place where you want to be right now, and you run as fast as you can down the quay to where the *Blue Moon* is moored. Leaning against the bollard is an unshaven, one-armed beggar with his head bowed. His dirty, baggy shirt and ragged cotton pants are partially covered by a moth-eaten blanket. He rattles his tin mug at you and says in a quivering voice, "Spare me a coin and I'll untie your boat for you." If you want to give the beggar a coin to help you cast off, turn to **389**. If you want to ignore him and untie the mooring rope yourself before jumping on board your boat, turn to **129**.

### 235

You scramble down the tree and land on top of the Orc who is waiting below. He is armed with a morning star and you strike him a mighty blow with your sword before he can stand up. Blood pours from the Orc's side, and although badly injured, he manages to get back up on his



feet. The Orc staggers towards you, spitting blood and roaring in pain, swinging his morning star. You must finish off the Orc quickly before the other Orcs hear the commotion.

*ORC* *SKILL 6* *STAMINA 2*

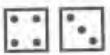
If you win the fight in the first Attack Round, turn to **311**. If it takes two or more Attack Rounds to defeat the Orc, turn to **193**.

### 236

You swerve sharply left and keep on running, just in time, as flames shoot down and scorch the ground where you were a second ago. With its giant leathery wings flapping noisily above you, the Dragon climbs into the sky, ready to swoop down to attack you again with its fiery breath. Running into the undergrowth, you spot the entrance to a burrow in the ground, perhaps a den made by a wild animal. If you want to jump down feet first into the burrow to hide from the Dragon, turn to **285**. If you want to keep on running, turn to **325**.

### 237

The tip of the dart is coated in toxic snake venom and you immediately start to shake uncontrollably. Lose 10 *STAMINA* points. If you are still alive, turn to **271**.



### 238

The arrow flies straight and true through the open window, and you hear a scream of pain. Your arrow has struck its target, and you punch the air in triumph. Gain 1 *LUCK* point. But your joy is short-lived because suddenly the tavern door bursts open. A heavily built man storms out of the tavern, screaming at the top of his voice, and charges at you like a raging bull, swinging a two-handed sword above his head. There is an arrow shaft sticking out of the fleshy part of his neck, but it doesn't appear to bother Garanka Vassell. You draw your sword and ready yourself to fight the deadly assassin. Turn to **53**.



### 239

The pirates are astonished to see you kill their captain. They are very angry and start yelling at you and close in with their cutlasses drawn. Will you:

Stand your ground and fight them? Turn to **340**
Climb the rigging and tell the motley crew that you have appointed yourself as their new captain? Turn to **79**
Jump over the side and swim to the *Blue Moon*? Turn to **24**



### 240

Brother Billy scratches his head and says, "Well, that sounds like a load of hogwash to me. What do you think, brother Bobby?" Bobby scratches his head and says, "I think you are probably right, brother Billy. Maybe it's time we let the trespasser play our favourite game!" "Great idea, brother Bobby," says Billy. Turn to **381**.

### 241

You come to the foot of a small hill and run up and over it and down to a wooded area, where you see a silver-haired woman standing in a doorway which has been cut out of the trunk of a huge oak tree. "Over here!" she cries, beckoning you over to her. "Quick, come inside and close the door behind you!" If you want to follow her through the doorway, turn to **63**. If you would rather keep on running, turn to **316**.

### 242

You pass by a dead tree devoid of bark and leaves where a skeleton hand is hanging on a rusty nail hammered into the trunk. The bones are well weathered, dark ochre in colour, and look to have been hanging on the nail for years. If you want to lift the dismembered hand off the nail, turn to **343**. If you would rather leave it where it is and walk on, turn to **223**.





*She is whistling happily to herself*



### 243

You walk through the main gates and mingle with the townsfolk, who are busily going about their various tasks. Nobody pays you much attention as you walk down Crown Street, which is lined on both sides with small shops and old wood and plaster houses with tiled roofs. The street leads into the market square, where the traders are packing up their stalls for the day. You see a portly man in long brown robes walking towards you carrying a large sack over his shoulder. If you want to talk to him, turn to **19**. If you would rather ignore him and walk across the market square to Clock Street, turn to **140**.

### 244

Looking south, you see a ruined tower some distance away on the other side of the river. As though spooked by your gaze, a large flock of crows takes flight from the ruins, cawing loudly. You walk on, and it's not long before you see a woman in a cloak with the hood down walking towards you along the path. She is whistling happily to herself whilst sharpening one end of a stick with a knife and doesn't seem bothered when she sees you. She has a quiver of arrows slung over her shoulders but is not carrying a bow. When she is close, she stops and says with a beaming smile, "Greetings!" If you want to talk to her, turn to **362**. If you would rather bid her good day and carry on walking east, turn to **298**.

### 245

You feel a sharp pain in your side as the lead shot from the captain's pistol grazes your flesh. Lose 2 *STAMINA* points. You hear the captain singing his own praises loudly about his shooting skills. He orders his men to bring you on board his ship and disappears out of sight. If you want to cut the rope towing the *Blue Moon*, turn to **88**. If you want to give yourself up to the pirates, turn to **290**.

### 246

The chain mail vest is heavy but will protect you in battle. Add 1 *SKILL* point. Pleased with your new armour, you think about what to do next. Will you:

| | |
|---|---|
| Go in the tavern? | Turn to **341** |
| Head north along a new path? | Turn to **133** |
| Continue your journey east? | Turn to **157** |

### 247

The relentless blows from the Berserker's battleaxe are impossible to withstand. He swings his axe with superhuman strength, and it is all you can do to parry the giant blade. You are forced backwards and stumble over a tree root. He grunts with satisfaction and strikes again, and you suffer a deep wound to your thigh. Lose 2 *STAMINA* points. If you are still alive, turn to **106.**



### 248

You manage to navigate the rough stone steps without falling and run as fast as you can across the sandy beach, diving into the sea with the swarm of bees trailing behind you. You stay underwater as long as you can, and it's only when your lungs feel as though they are about to burst that you surface to breathe in the fresh air. Much to your relief, the bees have flown off. Unfortunately, half of your remaining Provisions are nothing but a soggy mess at the bottom of your backpack. Delete them from your *Adventure Sheet*. After drying yourself off, you climb back up the steps and head west back to your hut on the other side of the island. Turn to **147**.



### 249

You hear footsteps approaching, and see the door opened by a bespectacled, jovial-looking man with thinning grey hair and long bushy sideburns almost down to his chin. He's wearing a waistcoat over a baggy white shirt tucked into his checked trousers, which are held up by red braces. He peers over the top of his spectacles and says, "Hello, I'm Balthazar Wittle. Are you the rat catcher?" If you want to reply "Yes", turn to **383**. If you want to reply "No", turn to **30**.



### 250

You hand over 2 Gold Pieces in payment for six arrows, which you notice all have flights made with black feathers. The fletcher sees you looking at them and says, "The flights are made from chicken feathers, which ensures my arrows fly true. Is there anything else you would like to know?" If you want to ask her if she has heard any rumours about assassins in the area, turn to **164**. If you would rather set off east again, turn to **279**.

### 251

You find a small circular brass box with a hinged lid concealed in a hidden pocket inside the Knife Fighter's robes. There is a silver ring inside the box. If you want to try on the ring, turn to **322**. If you would rather begin your quest for food for the third day, turn to **11**.



### 252

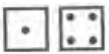
You set off at a brisk pace in the direction of Fang, hoping to find shelter before the sun disappears below the horizon. The light gradually fades, and shadows begin to creep over the Pagan Plain. Howls and growls from the creatures of the night break the silence as they ready themselves



for their nightly hunt. All you see is scrubland for miles around and, unable to find a shelter, you are forced to sleep under a large bush, which at least hides you from prying eyes. There is a full moon and everything around you looks spooky in the half-light. You spend a restless night under the stars, hardly daring to go to sleep for fear of being attacked by Wolves or other flesh-eating creatures you hear roaming about. You get up soon after dawn, feeling tired and hungry. Lose 1 *STAMINA* point. You set off again, passing a log cabin in the west, and pick up a trail heading north, which you decide to follow. Turn to **378**.

### 253

You watch the barman shrug his shoulders and nonchalantly tap a bottle with a spoon several times and call for silence in the tavern. "Look who we've got here!" he shouts out to his customers while pointing at you. Everybody in the tavern turns towards you. Several unsavoury-looking villains stand up, daggers in hand. "It's the murderer!" shouts one of the crooks. "It's more like 1,000 Gold Pieces on legs!" cries an old pickpocket with glee. Surrounded by the noisy mob, you decide to run for it. You kick over the table in front of you and dash for the door. Although the crowd is distracted by the flying table, three thieves manage to throw their daggers at you. *Test Your Luck*. If you are Lucky, turn to **73**. If you are Unlucky, turn to **225**.



### 254

When you reach down to uncover the Ninja's face, the woman flees from the room and runs up the stairs. You hear the door open and close but let her go, as you are more interested to see if the Ninja was another of Lord Azzur's assassins. The silver pendant hanging on the chain around his neck answers your question. You snap the chain and pocket the silver scorpion. You find the name Gozo Yamakuri embroidered on his robes and see that he was also wearing a thin copper headband. You empty the Ninja's cloth backpack and find a pair of bone dice and some rice wrapped in broad leaves. You eat the rice, which eases your hunger and gives you some energy. Add 2 *STAMINA* points. Will you:

| | |
|---|---|
| Try on the headband? | Turn to **118** |
| Look at the books on the bookshelves? | Turn to **355** |
| Walk up the stairs and go back outside? | Turn to **305** |



### 255

You leave your possessions on the beach and swim out to sea with your knife gripped between your teeth. The water is cold but the current isn't very strong, and you are able to swim towards the barrel without much effort. You are about fifteen metres away from it when you see something moving towards you on the surface of the water. The huge fanged jaw of a sea creature suddenly opens up in front of you. It is a GIANT SEA SNAKE, some ten metres long, and you must fight it with your knife. Reduce your *SKILL* by 2 points for this battle.

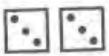
| | | |
|---|---|---|
| *GIANT SEA SNAKE* | *SKILL 7* | *STAMINA 7* |

If you win, turn to **104**.



### 256

You instinctively reach up and grab hold of the large yellow spider with its long hairy legs wriggling in your hand. Luckily it isn't poisonous. You toss it into the long grass and walk on towards Kaad, crossing a field to a dirt road which leads to the main entrance gates of town. You see a horse-drawn open carriage coming out through the gates driven by a man wearing a bowler hat and a tailored waistcoat over his crisp white shirt. Sitting bolt upright next to him, looking snootily down her nose with an air of grand superiority, is a rosy-cheeked woman wearing a floral hat and long baggy black dress. If you want to put your hand up to stop the carriage and talk to the woman, turn to **120**. If you want to keep your head down and enter Kaad, turn to **390**.



## 257

Sidd leans forward and slowly opens the wooden box. He reaches inside and lifts out a glass ball which has colourful gases swirling around inside it. Holding it aloft on the fingertips of one hand, he closes his eyes and begins talking in a language you do not understand. The swirling gases suddenly clear, and inside the crystal ball you see a tall warrior woman armed with a spear running along a dirt path at speed. She has striking silver markings covering much of her bronzed skin and her hair is close-cropped and dyed scarlet red. The Seer opens his eyes again and the image vanishes and says, "Ren-Ren Pakk is on her way to hunt you down. She is a Zengian Ultra, a fanatical fighter who is fleet of foot and has lightning reflexes. She will be a formidable opponent." You thank Sidd for the information and wish him farewell. Tall Tom says goodbye, telling you to come back one day. You walk out of the tavern and think about which way to go. If you want to head north, turn to **133**. If you want to continue east, turn to **157**.

## 258

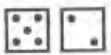
You tell him that there is no time to lose, and that you have to find Garanka Vassell or whichever assassin is coming for you next before they find you. You jump on board whilst the captain unfurls the sails and casts off into choppy waters. You peer out to sea, wondering if you will be able to defeat Azzur's assassins. The wind soon starts to howl under the darkening skies, with the boat bobbing up and down on the rough sea and the rigging creaking under the strain. Rain lashes down, and the old boat is battered by high waves crashing over the deck, forcing you to hang on to the rigging to stop yourself from being washed overboard into the churning sea. "We should turn back," the captain shouts into your ear. But before you have time to reply, a bolt of lightning shoots down from the dark sky. *Test Your Luck*. If you are Lucky, turn to **373**. If you are Unlucky, turn to **154**.



## 259

Azzur rubs his hands together, enjoying the moment. The Guards become restless and inch forward, desperate to be told to drag you away in chains. The Baron raises his hand and the Guards immediately stand upright, rigid as statues. Azzur walks slowly to the front of the podium and looks you in the eye. "Now tell me, cockroach, how many pendants do you have exactly?" he asks with a snarl. Will you reply:

| | |
|---|---|
| Seven | Turn to **49** |
| Nine | Turn to **92** |
| Eleven | Turn to **171** |
| Thirteen | Turn to **216** |
| Fifteen | Turn to **357** |



### 260

As you draw your sword, the Monk sighs, shakes his head, and thrusts out his right hand towards you. A zigzag bolt of lightning shoots out from his hand and slams into your chest, knocking you off your feet and making you lose consciousness. Lose 1 *SKILL* point and 5 *STAMINA* points. If you are still alive, turn to **354**.



### 261

You follow the map past a junction with Brick Street into Quiet Street where, strangely, all the people are tiptoeing along in bare feet with their shoes tucked under their arms. Everybody is communicating by gesture and nobody is making a sound. An old woman wearing a headscarf looks fiercely at you and puts her index finger to her lips and points at your boots. If you want to take off your boots, turn to **335**. If you want to keep them on, turn to **360**.

### 262

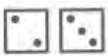
You swing your sword through the air, but the Dragon pulls its feet up just in time, and you fail to hit your target. Before you have time to strike again, the Dragon lashes out once more with its clawed feet, grabbing you by your head and squeezing it hard. You immediately lose consciousness. The Dragon has caught its prey and it won't go hungry today. Your adventure is over.





### 263

You walk quietly away from the Orcs, who you can hear shouting and arguing behind you in the clearing. You make your way north through the wood and over a small hill down to a huge grass-covered plain. You see two paths in front of you. One path heads due north towards a forest and the other leads off it and heads north-east towards a town in the far distance. If you want to take the path heading north towards the forest, turn to **101**. If you want to follow this path as far as the junction and take the new path towards the town, turn to **200**.



**264**

You open the creaking door and enter a large candlelit room which has a large collection of monster-head trophies mounted on the walls. A red-haired man with rosy cheeks and curly sideburns is sitting behind the wooden counter reading a book with thick, wire-rimmed round spectacles perched halfway down his nose. There is a blunderbuss on the shelf on the wall behind the man. "Good evening. Welcome to Otto's Outpost. I hope you had a pleasant journey here?" the man says jovially, peering over the top of his spectacles. "I presume you are wanting a room for the night? That will cost you the princely sum of 1 Gold Piece, including breakfast. Does that meet with your approval?" If you want to pay 1 Gold Piece to stay at Otto's Outpost, turn to **339**. If you would rather go back outside and spend the night under the stars on the open plain, turn to **195**.



**265**

You just manage to swim over to the *Blue Moon* before the Blood Sharks arrive. You grab hold of the side of the boat and haul yourself on board, panting hard. You know your only chance of survival is to act quickly and cut the rope attached to the grappling hook. Turn to **88**.



**266**

The warrior bears down on you and at the last moment leaps in the air and lands on you, wielding her long knives around furiously. She strikes you before you even know it. Lose 2 *STAMINA* points. You stagger back and watch the wild-eyed warrior stand still for a second with her head tilted to one side before uttering her shrill war cry and attacking you again in a flurry of flashing blades.

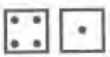
| | | |
|---|---|---|
| *ZENGIAN ULTRA* | *SKILL 9* | *STAMINA 6* |

If you win, turn to **22**.



**267**

You just manage to sidestep out of the path of the oncoming Flesh-Head, which flies at full speed over the edge of the cliff. It lands head first on the jagged rocks below and is killed instantly. You walk rapidly down the stone steps to the beach below, where you find a large ruby set in the navel of the Flesh-Head. Add 1 *LUCK* point. You prise it out without any fuss and pocket the gem before walking over to the mouth of the cave. Turn to **201**.





*"I think my wish has just come true!"*



**268**

You enter the hedge-lined gardens and walk along a gravel path to a white marble fountain where water is pouring from four serpent-headed spouts into a large pool which contains hundreds of coins. There is a short, stocky man with long hair, tanned skin and narrow eyes standing on the other side of the fountain. He is wearing a red silk neckerchief and sleeveless leather jerkin over his collarless shirt. His sleeves are rolled up and you see his arms are completely covered in snake tattoos. He is holding a black stick in one hand and casually tosses a coin into the fountain with his free hand. He watches the coin sink to the bottom and then turns to you, smiles and says, "I think my wish has just come true!" He suddenly puts the stick to his lips and exhales sharply. A small dart shoots out and hits you in the neck. His stick is a blowpipe. If you are wearing a Snakefang earring, turn to **141**. If you are not wearing the earring, turn to **237**.

**269**

A crossbow bolt slams into your lower back with a sickening thud. Lose 1 *SKILL* point and 4 *STAMINA* points. The pain in your back is excruciating when you pull the bolt out, but there is no time to treat the wound as the tavern door bursts open. A bald-headed man wearing a chain mail vest storms out of the tavern screaming, and charges at you like a raging bull, swinging a two-handed sword



above his head. You notice that he has a dent in his skull and all his teeth are made of gold. It is the deadly assassin Garanka Vassell and you must fight him. Turn to **53**.



**270**

A large wooden barrel drifts past you which looks to be just about big enough for you to climb into. You swim over to it and lift the lid to discover that it is half full of bananas. You climb inside the barrel, and are just able to stand up, waist-high in bananas. You eat your fill, thinking how fortunate you are to be alive. Add 1 *LUCK* point and 1 *STAMINA* point. You haul a small plank out of the water which you use as a crude paddle to steer yourself east towards the mainland. Apart from some Blood Sharks circling you at one point, the voyage to the mainland passes without incident. A strong easterly wind helps speed up the journey in your makeshift craft, and several hours later the rugged Allansian coastline comes into view. The cliffs are quite high, but you see an estuary directly ahead which you know to be the entrance to Red River. An hour later and you are at the mouth of the river,



where you see two wooden buildings on the northern bank. You steer the barrel over to the bank and climb out. It feels great to be back on dry land, but you are also very aware that Lord Azzur has his best assassins hunting you down to relieve you of your head. If only Captain Crow had told you who the other assassins were before he died, you would be better prepared. Now everybody you meet could be an assassin. But at least you should recognize Garanka Vassell when you see him, if not the other assassins. You walk towards the buildings, which you see are a boatyard and a general store. You have no reason to visit the boatyard and walk past it. If you want to go in the general store, turn to **327**. If you would rather head east, turn to **203**.

**271**

The partial paralysis is short-lived and you somehow manage to clear your head. You draw your sword and stagger forward to fight Tunku Yang, the notorious Poisoner of Kay-Pong. He curses, annoyed that you have survived his poisoned dart, and lunges at you armed with only a dagger.

| *TUNKU YANG* | *SKILL 5* | *STAMINA 6* |
|---|---|---|

If you lose an *Attack Round*, turn to **59**. If you win without losing an *Attack Round*, turn to **326**.

**272**

Running down the steps, you lose your footing and fall off the path, tumbling head over heels on to the beach below. You land on a patch of soft sand but still sprain your neck badly. Lose 1 *SKILL* point and 1 *STAMINA* point. You pick yourself up and run as fast as you can across the beach, diving into the sea with the swarm of bees trailing behind you. You stay underwater as long as you can, and it's only when your lungs feel as though they are about to burst that you surface to breathe in fresh air. Much to your relief, the bees have flown off. Unfortunately, half of your remaining Provisions are nothing but a soggy mess at the bottom of your backpack. Delete them from your *Adventure Sheet*. After drying yourself off, you climb back up the steps and head west back to your hut on the other side of the island. Turn to **147**.



**273**

The Luck Gods are unhappy and decide that yours is a Ring of Ill Fortune. Lose 1 *SKILL* point, 2 *STAMINA* points and 3 *LUCK* points. You put the clock hands back in the box and place it back under the bush before setting off north again, annoyed with yourself for having tempted fate. Turn to **121**.



**274**

The woman shuts the door quickly behind her just as the Orcs appear on the top of the hill. The bark-covered door fits the doorway so tightly that nobody would know it was there. You run on with the Orcs charging down the hill after you in hot pursuit. They pursue you relentlessly, and when they are just a few metres behind, you have no choice but to turn and face them. Turn to **230**.



**275**

As you turn to head back, a thick vine wraps itself around your ankle, and another creeps out from under the dense foliage to wrap around your other leg. You try hacking at the vines with your sword, but more vines slide out and ensnare your arms. The vines tighten, and you are unable to move as a long tendril uncoils from the second Bloodwort hidden in the undergrowth and hovers in front of your face. You scream in terror as it inches towards your mouth and plunges down your throat. The fibrous tendril is too tough to bite through, and you start to choke. You feel a violent pain as the tendril begins to drain your stomach and suck the life from your body. You see Captain Crow's eyes are shut, his struggles over, and it won't be long before yours are too. Your adventure is over.

### 276

"Congratulations," Lord Azzur says begrudgingly. "I thought it would be impossible to defeat all my assassins. You are truly a champion warrior. If circumstances were different we might have been able to work together. I thought that would be impossible since you killed my master, Zanbar Bone. But on reflection, maybe it was meant to be. Maybe I will rule Allansia one day without needing the help of the Demon Prince. And maybe you deserve the chance of freedom. Your fighting skills have certainly earned you the right to represent me in the Trial of Champions. So that's what you will do. Should you survive, the 10,000 Gold Piece prize will be mine, of course, but I will grant you a full pardon for your crimes and give you your freedom." Inside you are raging with anger but realize that attempting to slay Azzur now would inevitably result in certain death. If you want to accept your fate and enter Deathrap Dungeon, turn to **347**. If you want to refuse to enter Deathtrap Dungeon, turn to **366**.

### 277

Half an hour later you arrive at a tributary which joins the Red River from the north. You see two barefooted men in shirtsleeves with their pants rolled up to their knees standing on the riverbank face-to-face, arguing loudly and pointing their fingers at each other. Both men look furious

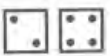


and have angry red faces. There are two wooden fishing rods nearby and a wooden bucket full of fish. "We agreed we would split our catch, you mealy-mouthed maggot!" one of them shouts. "You're only saying that because I caught six fish and you didn't catch any!" comes the angry reply from his friend. They stop arguing when they see you and reach for their swords. If you want to offer to buy their fish for 1 Gold Piece, turn to **162**. If you want to tell them that you are just passing by, turn to **186**.



### 278

After a short tussle, you land a pipefish. You take it back to your camp, where you cook it on a stick over an open fire and devour the tasty white flesh, what little of it there is. Add 1 *STAMINA* point. Knowing you need more than fish to eat in order to survive, you decide to explore the island. Turn to **116**.



### 279

The fletcher bids you farewell and holds out her hand. When you shake it, a violent pain shoots up your arm. Her face immediately lights up with evil glee, and she starts laughing hysterically. You try to pull your hand away but are unable to do so. Your hands are locked together in a cloud of swirling green mist which grows in size as the pain increases and spreads into your chest. Lose 2 *STAMINA* points.

"What a gullible fool you are," she sneers. "You actually believed me when I said I was Frances Fletcher. I'm afraid to say the real arrow maker had an unfortunate accident recently and is sadly no longer with us. My name is Gretta Morg. I am an assassin. The Death Hand pain you are experiencing will, I regret to say, lead to your heart stopping in a minute. Tonight, I will return to Port Blacksand with your head and claim the bounty of 1,000 Gold Pieces from Lord Azzur." If you were hurt by the Hand of Death on Snake Island, turn to **146**. If you did not touch the Hand of Death, turn to **379**.

### 280

You begin playing the flute but the tune that comes from it is nothing like the one you are trying to play. The magical melody makes the rats all scurry down the open drain in the middle of the cellar floor, screeching loudly. In less than a minute all the rats have disappeared. Add 1 *LUCK* point. You drag a heavy barrel over the drain to stop the rats coming out. You are about to go back upstairs when you hear a knock on the front door and hear Balthazar Wittle talk to somebody. "No, sorry, that's nobody I recognize. Goodbye." You hear the door shut and wonder who was there. Wittle appears at the top of the stairs and says, "There was a man by the name of Blackthorn at the door who showed me a 'Wanted' poster with your face on it. He was a quite fearsome-looking man in a wide-brimmed hat and a long brown coat. I told him I hadn't seen you. I've no idea what you have done, and I don't want to know, but it would appear that Lord Azzur wants your head! The tyrant held a banquet in Kaad last night for his cronies, and I heard he left this morning for Fang. He's gone to see his friend Baron Sukumvit, who is holding his annual Trial of Champions. Thank you for getting rid of the rats, but I suggest you leave now and go and sort out your differences with Blackthorn. He won't be far away." You thank Balthazar for his help and slip out of the front door, turning right up Clock Street. Turn to **89**.



### 281

"Friend or foe?" you ask sternly. The reply comes in the form of a dagger being thrown at you, although you cannot see it. *Test Your Luck*. If you are Lucky, turn to **156**. If you are Unlucky, turn to **220**.



### 282

You drop a Gold Piece on to the palm of Sidd's hand. "Thank you very much," he says, blinking rapidly. "By the way, I've just remembered it was actually yesterday when I had one egg for breakfast. I had two eggs this morning, which means of course that I'm happy to answer two questions! And since you have already paid me, I'll answer a second one for free." You ask him to tell you about the identity and whereabouts the nearest assassin. He holds the crystal ball aloft again on his fingertips and closes his eyes. Colourful gases swirl around inside when he speaks in his strange language. The gases quickly disperse again, and you see a tall warrior woman armed with a spear running along a dirt path at speed. She has striking silver markings covering much of her dark skin and her hair is close-cropped and dyed scarlet red. Sidd opens his eyes again as the image vanishes and says, "Ren-Ren Pakk is on her way to hunt you down. She is a Zengian Ultra, a fanatical fighter who is fleet of foot and has lightning reflexes. She will be a formidable opponent." You thank Sidd for the information and wish him farewell. Tall Tom says goodbye, telling you to come back again one day. You walk out of the tavern and think about which way to go. If you want to head north, turn to **133**. If you want to continue east, turn to **157**.



### 283

The Goblins have leather purses hanging over their shoulders on thin leather straps in which you find 3 Gold Pieces, six rough opals and a piece of torn paper with a notice printed on it. Unfortunately, some of the words are missing. All you can read is:

*. . .will take place on the last day of this month and is open to all those who dare enter. The Trial of Champions requires that ye shall be of great courage and resolve, for only one contestant is permitted to survive.*

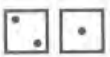
*By order of Baron Sukumvit of Fang*

You pocket the Gold Pieces and set off again along the path, wondering when the Trial of Champions will be taking place. Turn to **244**.



### 284

One of the men follows you with his eyes as you walk past him, staring at you intently, and suddenly shouts out, "It's the murderer!" You don't stop to protest your innocence and you run off down the street as fast as you can. Turn to **314**.



**285**

You slide feet first into the burrow and push yourself down as far as you can. The Dragon loses sight of you and starts blasting the ground with balls of fire. But it soon tires and flies off east in search of prey elsewhere. You are about to crawl out of the tunnel when you hear yapping sounds coming from inside the burrow. You suddenly feel teeth biting your boots and kick out to free yourself. You scramble out and draw your sword to face three wiry-looking hounds with red eyes and slavering mouths whose den you have invaded. They are WORM DOGS, small and not very strong, but a single bite from one could be fatal since they are riddled with disease-carrying parasites. You must fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First WORM DOG* | *4* | *4* |
| *Second WORM DOG* | *5* | *3* |
| *Third WORM DOG* | *4* | *5* |

If you win without losing an *Attack Round*, turn to **177**. If you win, but lose one or more *Attack Rounds*, turn to **50**.

**286**

You watch the Orc put a hunting horn to his lips and give it a long blast. You hear a roar from the band of Orcs, and soon there are twenty angry Orcs gathered around the base



of the tree looking up at you, snarling and shouting. Their leader barks out an order and two Orcs start chopping at the tree with their axes. You hear the sound of splintering wood and watch the Orcs become excited when the tree creaks and begins to topple over. You land heavily on the ground and before you can stand up to defend yourself, you are beaten to a pulp by cudgels and clubs. Your adventure is over.



**287**

The woman curses and says in a sneering voice, "You are right to be suspicious of me, stranger. I am not Frances Fletcher. The arrow maker had an unfortunate accident recently and is sadly no longer with us. My name is Gretta Morg. I am an assassin. Let us engage in combat but, in the time-honoured tradition of the Scorpion Guild, let us shake hands first before blood is spilled." If you want to shake Gretta Morg's hand, turn to **126**. If you would rather answer her with your sword, turn to **60**.



*Their fierce eyes firmly fixed on you*



**288**

You walk through the open gate of a high-fenced boatyard. There are several wooden boats propped up on wooden piles in the yard in various states of repair. Some are having holes in their hulls repaired and others are just being painted. You see a man in a green tunic standing on a ladder, leaning against a small fishing boat. He has a large brush in his hand and is busy varnishing the hull. On seeing you he climbs slowly down the ladder and lets out a high-pitched whistle, whereupon two vicious-looking dogs come bounding into the yard. They run over to the man and sit down at his feet, panting, their fierce eyes firmly fixed on you. "How can I help?" the man asks casually. If you want to ask him if he's interested in buying a boat, turn to **380**. If you want to ask him if he knows of a man called Garanka Vassell, turn to **102**.

**289**

The giant scarlet-coloured Dragon catches sight of you, and swoops down to blast you with its fiery breath. If you are carrying a shield, turn to **196**. If you do not have a shield, turn to **206**.

### 290

One of the pirates throws a rope down to you, yelling at you to climb on board. You are greeted by the captain, a rough-looking bearded man with an eye patch and a gold tooth. Surrounded by his men, he points his pistol at you and says, "Welcome on board. You'll be pleased to know that I'm a generous man, and I'm going to give you two choices. One, you give me everything you have and join my crew, or two, I kill you!" All his men start laughing and cheering, yelling at you to choose option two. If you want to surrender your possessions to the captain and join his crew, turn to **199**. If you would rather draw your sword and fight, turn to **168**.



### 291

Bobby's eyes light up at the mention of the word "assassin". He looks at his brother and says, "Brother Billy, didn't an assassin come knocking on our door yesterday asking if we'd seen the murderer on his 'Wanted' poster?"

"He most definitely did, brother Bobby. Now where did I put that poster?"

"It's in your back pocket, pea brain!"

"So it is. Let's have a look at it," Billy says excitedly. Holding it at arm's length, Billy squints, trying to focus

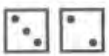


on the poster. He then brings it up close to his nose and starts cursing to himself. His brother snatches the poster from him and looks at it closely with his eyes scrunched up into tiny slits. "Bah, it's all too blurry. I can't focus my old eyes," Bobby blurts out in frustration. He turns the poster towards you and, tapping the face on it with a fat finger, says, "You down there, is this you?" If you want to reply that the person on the poster is you, turn to **349**. If you want to say it isn't you, turn to **300**.



### 292

The storekeeper rummages through all the drawers and shelves in his store but comes up empty-handed. "Sorry, I must have sold the last pair," he says with a shrug of the shoulders. If you want to buy some Provisions, turn to **64**. If you would rather leave the store and head east on foot, turn to **203**.



### 293

The woman slips through the crowd and runs down an alleyway up ahead on the left side of the street. You follow her down the alleyway, and immediately right under a stone archway and down a narrow passageway separating two old brick buildings. The woman suddenly stops and turns, and you see that the expression on her face has turned from being friendly to evil. Her piercing green eyes are firmly fixed on yours, and you feel unable to look away. You try to draw your sword, but your head starts to spin, making it hard to focus. "My name is Red Ruth and I too belong to the Scorpion Guild of Assassins. You are trapped by my Mind Control powers," she says coldly as she pulls out a long knife from inside her cloak. "I will be well rewarded for the gift I will deliver to Lord Azzur." If you are wearing a copper headband, turn to **344**. If you are not wearing a headband, turn to **158**.

### 294

You are about two-thirds of the way down the side of the cliff when one of the steps comes loose underfoot. *Test Your Luck*. If you are Lucky, turn to **112**. If you are Unlucky, turn to **27**.

### 295

With their leader dead, the other Wolves run off into the long grass, yelping loudly. You continue your walk north

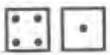


and eventually come to the edge of the forest. It is a dark and foreboding forest with ancient gnarled trees and no doubt gruesome creatures lying in wait. "I wouldn't enter the Forest of Fiends if I were you," a voice calls out from above. "You might never come out." You look up and see a man no more than a metre high standing on a branch of an oak tree. He is wearing a floppy hat and a brown shirt. "Give me some food and I'll give you some advice," he says jovially. If you want to give the little man some of your Provisions, turn to **202**. If you would rather decline his offer and enter the forest, turn to **51**.



### 296

You tell the pirate to sit down and be quiet or else you will kick him overboard. Aware that the sea monster might reappear at any moment, you trim the sail and set a course. If you want to head due east towards the Red River estuary, turn to **345**. If you would rather sail southeast to Port Blacksand, turn to **393**.



### 297

There is a sign above the door of the hut which says FANG FERRY. You open the door to find a man slumped in a wooden chair lying face down on a table in a pool of blood with a dagger sticking out of his back. There is a message on the table written in blood with his finger which says, *Get Zeedle*. But it is too late to save the ferryman. You look outside to see the man in the rowing boat is still asleep and decide to ring the brass bell to wake him up. Turn to **39**.

### 298

You walk on, unaware that the woman has turned around to follow you. She creeps up on you silently from behind and, without warning, smashes you on the back of the head with a large stone. Lose 2 *STAMINA* points. You stagger forward, trying to clear your head. You manage to turn round to face her and she grabs your hand. You feel a shocking pain run up your arm and through your body which makes your heart beat uncomfortably quickly. Your hand is locked in hers, enveloped in a cloud of translucent green mist. The pain increases and becomes unbearable, but you are unable to pull your hand away. The woman tightens her grip and starts to laugh hysterically. Lose 2 *STAMINA* points. "What a fool you are," she sneers. "Never turn your back on an assassin! My name is Gretta Morg of the Scorpion Guild of Assassins. The Death Hand



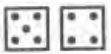
pain you are experiencing will, I regret to say, lead to your heart stopping in a minute. Tonight, I will return to Port Blacksand with your head and claim the bounty of 1,000 Gold Pieces from Lord Azzur." If you were harmed by the Hand of Death on Snake Island, turn to **146**. If you did not touch the Hand of Death, turn to **379**.

### 299

The second finger of the skeleton hand is easier to prise away than the first. It snaps like a dry twig, which lifts your spirits and gives you the mental strength to snap off the remaining fingers. The fingerless hand falls to the ground, and you stamp down hard on it, crushing it underfoot, which causes the smoke cloud to disperse. You drop to your knees, exhausted and gasping for air. Lose 2 *STAMINA* points. Turn to **223**.

### 300

Billy looks annoyed and says, "That's not the answer I wanted. Methinks you are of no use to us. So, it's time to say goodbye with a game of Beat-the-Buss. These are the rules, so listen carefully. Brother Bobby and I are going to climb on to the roof. I should tell you he's got a blunderbuss. That's where the buss in Beat-the-Buss comes from, as in blunderbuss, if you're understanding me? I'm going to throw you a rope and count to twenty before brother Bobby starts shooting. All you have to do



is climb out and hightail it for the wooden gate without being shot full of lead. Are you understanding me? Don't try any funny business or brother Bobby will shoot you right here and now." The brothers disappear and seconds later a thick length of rope drops down into the cellar. You catch hold of it and give it a tug. Satisfied it will bear your weight, you haul yourself out of the cellar. There is a ladder leading up to a skylight in the roof, through which you hear a voice counting, "Twelve . . . thirteen . . . fourteen. . ." and realize you must run for your life. You bolt for the door and run out of the farmhouse and down the path as fast as you can. If you are wearing Elven Boots, turn to **90**. If you are not wearing Elven Boots, turn to **323**.

### 301

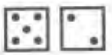
A look of sheer terror spreads across the man's face when you draw your sword, and he retreats slowly until his back is up against the wall. "I'm sorry, I wasn't being serious about you having to pay me," he says nervously. "In fact, let me give you another bottle of apple juice for your troubles. You seemed to enjoy the first one." He sees you frown at the mention of apple juice. "Ah yes, let me explain. My healing potion is actually apple juice. I must also confess that the apples I put on the table back there weren't poisonous either. I was just trying to think of new ways to make money from my apples. I have so many I don't know what



to do with them all. It's all I can do to give them away. I now realize the poisoned apple ruse was not such a good idea. Sorry." You put your sword away and the man looks at you sheepishly and hands you a bottle of apple juice from his cupboard. You take it from him and gulp down the refreshing juice. Add 1 *STAMINA* point. If you want to give him a coin in payment anyway, turn to **151**. If you want to leave the hut and carry on walking east, turn to **277**.

### 302

The captain helps you gather wood to make a fire and produces some salted beef and dried fruit from his boat. "Just in case you are hungry," he says with a grin, handing you the food. You enjoy a fine meal keeping warm by the fire and talking to the captain about Lord Azzur. Add 2 *STAMINA* points. It begins to rain hard, and with a cold wind whipping up, you retire to the hut for the night, taking it in turns to be on watch in case of unexpected visitors. You wake early the next morning to find the sun shining through the window to the sound of waves gently lapping on the beach. The captain is already on his boat, checking his gear and filling a barrel with fresh rainwater. A good breeze and a calm sea bodes well for a quick passage to the mainland. "I'm just going to see if I can find a piece of wood to make a new tiller for the rudder," the captain says on seeing you. "The old one is split, and we don't want to be out at sea



without being able to steer the boat! I'll be back soon." The captain heads off, leaving you to gather up your possessions, including Oleander Redfly's bow and quiver of arrows, which all have flights made of black feathers. You also take Redfly's prized weapon, her shimmering Astral Sword. Add 1 *SKILL* point. An hour passes, but the captain has still not returned, so you decide to go in search of him. You follow his footprints deep into the undergrowth and it isn't long before you find him. His limbs are held fast by thick vines, and the poor man is in terrible pain caused by a long tendril thrust down his throat. He has fallen foul of Hell's Bloodwort, a giant carnivorous plant. The Bloodwort snares its victims with its long vines which wrap around limbs like giant snakes, making escape virtually impossible. With its prey unable to move, a Bloodwort will force its long, proboscis-like tendril down a victim's throat to suck their blood from inside their body. The terrified captain appears doomed, and his muffled screams turn your blood cold. If you want to attack the Bloodwort to rescue the captain, turn to **43**. If you would rather run back to the beach, turn to **275**.

### 303

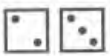
The man brings his horse to a halt. He looks you up and down and says in a gruff voice, "I'm headed north-east. For 2 Gold Pieces I'll take you to the log cabin that's about an hour's ride from here. Yes or no?" If you want to ride



with the horseman, turn to **153**. If you want to decline his offer and set off on foot, turn to **252**.

### 304

By now, the ship is almost on its side, and everything on deck that is not lashed down spills overboard. The pirate ship is beginning to break up, and there is nothing the pirates can do to stop it. Pulling yourself along the wooden deck rail hand-over-hand is exhausting, but you finally reach the stern. You waste no time and cut the tow rope with the cleaver and jump into the sea. When you surface, you see that the *Blue Moon* has drifted away some distance. You swim as hard as you can towards your boat and see that another pirate has the same idea. You hear the sound of the ship's mast breaking behind you, followed by the unnerving sound of bubbling air escaping from the upturned hull as it is dragged underwater by the giant sea monster. The pirate reaches the *Blue Moon* before you and scrambles on board. He starts to trim the flapping sail, determined to get away from the Kraken as quickly as possible. You call out to him to wait for you, but he ignores you. The only thing you can do is to throw your meat cleaver at him, a difficult shot whilst bobbing up and down on the open sea. Roll two dice. If the number rolled is less than or equal to your *SKILL* score, turn to **7**. If the number rolled is greater than your *SKILL* score, turn to **119**.



### 305

You open the door just wide enough to look outside and are relieved to find that the Orcs are nowhere to be seen. You slip outside, closing the bark-covered door behind you, which fits into the trunk so snugly that nobody would know it was there. You make your way northwards through the trees to where the wood opens out on to a huge grass-covered plain where you see two paths. One path heads north towards a forest and the other leads off it and heads north-east towards a town in the far distance. If you want to follow the path north towards the forest, turn to **101**. If you want to follow the path north to the junction and turn north-east towards the town, turn to **200**.

### 306

The Decayer is a slow-moving but very dangerous creature. You must try to avoid it spitting on you since its acidic drool will burn you badly on contact with your skin. Your head is spinning from the noxious smell coming from its body, inhibiting your ability to fight. Reduce your *SKILL* by 2 points for this battle.

| | | |
|---|---|---|
| *DECAYER* | *SKILL 8* | *STAMINA 8* |

Each time the Decayer wins an *Attack Round*, lose 4 STAMINA points. If you win, turn to **97**.



### 307

As you approach the outskirts of Kaad, the path widens into a dirt road leading to the main entrance gates of town. You see a horse-drawn open carriage coming out through the gates driven by a man wearing a bowler hat and a tailored waistcoat over his crisp white shirt. Sitting bolt upright next to him, looking snootily down her nose with an air of grand superiority, is a rosy-cheeked woman wearing a floral hat and long baggy black dress. If you want to put your hand up to stop the carriage to talk to the woman, turn to **120**. If you want to keep your head down and enter Kaad, turn to **390**.

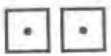


### 308

You manage to wriggle out from underneath the rope net before the Goblin has reached the ground. The Goblins are furious that you have escaped from their trap and leap forward to attack you with their short swords. Fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First GOBLIN* | *5* | *6* |
| *Second GOBLIN* | *5* | *5* |

If you win, turn to **283**.





*It is Baron Sukumvit himself*



309

You walk through the main gates, where colourful flags and bunting are hanging from all the buildings. There is a wild carnival atmosphere in town with everybody enjoying the Trial of Champions festivities. The streets are packed with people singing and dancing to the sounds of flutes, pipes and drums. When they see you arrive with Throm, the cheering crowd parts to make a path for you to walk to the Town Hall to register your entry. The officials warn you that your chances of surviving "The Walk", as it is known, are virtually nil, and you tell them that you understand. A violet scarf is tied to your arm and you are taken to a luxurious guest house, where you spend the rest of the day resting and recuperating. The next morning a servant takes you to the entrance of Deathtrap Dungeon, where five warriors are standing proudly in line, waving to the jubilant crowd. Throm is one of them. You nod at him and he acknowledges you with just the slightest movement of his head. Standing on a gold podium surrounded by Guards is a long, white-bearded man wearing lavish red robes and an enormous headdress. It is Baron Sukumvit himself, the Overlord of Fang and owner of the Deathtrap Dungeon. Standing just behind him is a formidable-looking figure whose face and body is totally concealed by clothing apart from his cold, ice-blue eyes. He is wearing a hooded cloak made of dark blue silk with gold fastenings and a thick gold chain

around his neck with a golden scorpion hanging from it. His face is hidden by long strips of blue silk wrapped tightly around his head, held in place by an emerald brooch on his forehead and a large golden scorpion brooch on his head. "Lord Azzur," you whisper to yourself. If you want to wait to be introduced to Baron Sukumvit, turn to **233**. If you want to leap on to the podium to attack Lord Azzur, turn to **65**.



### 310

With a strong easterly breeze helping, your voyage to Port Blacksand is quick and trouble free. The familiar rugged buildings of Port Blacksand come into view and it's not long before you are moored up alongside the harbour wall of the old port, notorious for the pirates, cutthroats and thieves who live there. Two rough-looking thugs with missing teeth and stubbly beards are standing on the



quay, watching you closely, and start whispering to each other. It's only a few days since you were last here, but now everything has changed, and you can't afford to trust anybody. If you want to ask them if they know of anybody who might want to buy your boat, turn to **48**. If you want to walk past them and enter the Black Lobster Tavern at the end of the quay, turn to **334**.

### 311

You stand over the fallen Orc breathing hard, but there is no time to search the body. You make your way quickly north to get as far away as you can from the Orcs before they realize what has happened. Just when you think you have escaped, a long blast on a hunting horn signals that you have been spotted by one of their scouts. You hear a loud roar behind you and the thunder of heavy footsteps of the band of Orcs giving chase. All you can do is run. If you are wearing Elven Boots, turn to **241**. If you are wearing ordinary leather boots, turn to **18**.

### 312

The archer's aim is deadly accurate. An arrow sinks into your leg with a sickening thud. Lose 2 *STAMINA* points. Your attacker reloads and fires again, and you are hit a second time, this time in the midriff. Lose 1 *SKILL* point and roll one die and reduce your *STAMINA* by the number rolled. If you are still alive, turn to **348**.



### 313

When you touch her hand, a violent pain shoots up your arm. Her face lights up with evil glee, and she starts to laugh hysterically. You try to pull your hand away but are unable to do so. Your hands are locked together in a cloud of translucent green mist which grows in size and increases the pain which spreads to your chest. Lose 2 *STAMINA* points. "What a gullible fool you are to believe I am Frances Fletcher," she sneers. "I'm afraid to say the real arrow maker had an unfortunate accident recently and is sadly no longer with us. My name is Gretta Morg. I am an assassin. The Death Hand pain you are experiencing will cause your heart to stop in a minute. Tonight, I will return to Port Blacksand with your head and claim the bounty of 1,000 Gold Pieces from Lord Azzur." If you were harmed by the Hand of Death on Snake Island, turn to **146**. If you didn't touch the Hand of Death, turn to **379**.



### 314

You run away from the crowd as fast as you can with their alarm calls echoing down the street. Four ARMED GUARDS run out of a building and block the street up



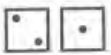
ahead, and you have no choice but to charge at them. You manage to slay one of the Guards before the crowd catches up and joins the fray. A blow to your head from a wooden club sends you crashing to the floor. Two of the Guards grab your arms and the other Guard takes your sword. Your feet are shackled, and you are dragged away to the cheers of the crowd. You are thrown in a dungeon cell, where you are chained to a wall to await the arrival of the Earl of Kaad who, you are told, will decide whether or not to hand you over to Lord Azzur. When the Earl finally arrives, you can tell from the stern faces of the Guards behind him that it is not good news. Your worst fears are confirmed when he tells you solemnly that you will be taken in chains to Executioner's Square in Port Blacksand. Your adventure is over.

### 315

You swing your sword through the darkness, and feel it strike home. A man's muffled cry breaks the silence, and you hear the intruder stumble backwards. You step forward and strike again. Although injured, the intruder is a skilful KNIFE FIGHTER who is very agile and light on his feet. You must fight him in total darkness!

*KNIFE FIGHTER* *SKILL 7* *STAMINA 6*

If you win, turn to **174**.



316

The woman shuts the door quickly behind her just as the Orcs appear on the top of the hill. The bark-covered door fits into the trunk so snugly that nobody would know it was there. You run on with the Orcs charging down the hill after you in hot pursuit. You weave your way through the trees, dashing quickly through the wood thanks to your Elven Boots. Unable to catch you, the Orcs give up their chase and start fighting between themselves again. The wood eventually opens out on to a huge grass-covered plain where you see two paths. One path heads north towards a forest and the other leads off it and heads north-east towards a town in the distance. If you want to take the path north towards the forest, turn to **101**. If you want to follow this path as far as the junction and take the new path towards the town, turn to **200**.



317

The storekeeper shakes his head and says, "I don't think I've got a pair of Elven Boots in stock, but let me have a look, you never know." *Test Your Luck*. If you are Lucky, turn to **170**. If you are Unlucky, turn to **292**.



318

You slide the gold band up your sword arm and over your bicep. It fits perfectly but it feels like it is burning your skin. If you want to keep it on, turn to **57**. If you would rather take it off and place it in your backpack, turn to **139**.

319

You shake the purse and hear what sounds like coins rattling inside. You loosen the leather string tie and empty out 12 Gold Pieces on to the palm of your hand. Add 1 *LUCK* point. You happily pocket the coins and decide what to do. If you have not done so already, you can either open the silver box (turn to **377**) or close the chest and scour the beach in the hope of finding something of interest (turn to **231**).

320

You jump on to a barrel near the wall. One of the Giant Rats leaps up and sinks its sharp teeth into your boot just as the chasing crowd enters the alleyway led by four ARMED GUARDS. You try kicking out to shake the Rat off your boot, but only succeed in making the barrel wobble. *Test Your Luck*. If you are Lucky, turn to **212**. If you are Unlucky, turn to **72**.



### 321

You see that the woman was wearing the same silver necklace and scorpion pendant as the other assassins who tried to kill you. You take it from her neck and put it in your pocket. You also help yourself to her arrows and 2 Gold Pieces in her pocket before setting off east again, wondering how many more assassins you will have to face before this nightmare is over. Turn to **45**.

### 322

The ring fits perfectly on your middle finger. Minutes later it begins to feel very tight on your finger. You try to take it off but are unable to do so. It continues to tighten, causing your finger to turn purple and go completely numb. There was a reason why your attacker was not wearing the ring, and now there is nothing you can do to take it off. The ring is cursed. Lose 1 *SKILL* point, 1 *STAMINA* point and 2 *LUCK* points. You begin your quest for food on the third day feeling annoyed with yourself. Turn to **11**.



### 323

You hear a loud bang behind you and feel a terrible pain in the back of your leg, which has been peppered by lead shot.

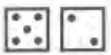


Lose 4 *STAMINA* points. If you are still alive, you stagger on with a burning pain in your leg and manage to reach the farmhouse gate before Bobby has time to fire again. You turn around to see the twins sitting on the roof, with Bobby holding his blunderbuss in the air, a wisp of white smoke drifting out of the barrel. They give you the thumbs up and begin laughing so hard that they almost fall off the roof. You decide it best to leave them to it and bandage your leg before heading for Kaad. Turn to **307**.



### 324

You hand over the Elven Boots to the Gnome, who quickly kicks off his old boots and pulls the new ones on. He stands up and runs around in a circle at high speed, clapping his hands with glee. He gives you 10 Gold Pieces and asks you where you are going. You reply that you are heading north. "Well, if you haven't been there before, you should definitely visit Kaad since it's on your way. You won't forget it. Most people who live there are pig-poo crazy, and some of them are as mad as a box of frogs!" You thank the Gnome for his advice and set off again. Turn to **179**.



### 325

The Dragon loses sight of you under the cover of the thick foliage of the trees and starts blasting the ground randomly with balls of fire, hoping to hit you. But it soon tires and flies off east in search of prey elsewhere. With the coast clear, you head west back to your hut on the other side of the island. Turn to **217**.



### 326

You reach down to loosen your attacker's silk neckerchief, and your suspicions are quickly confirmed when you see the silver necklace and scorpion pendant around his neck. You break the chain and place the pendant in your pocket. A search of the assassin's pockets yields 1 Gold Piece and a small bottle of deadly poison which you decide to keep. You leave the gardens and walk left along Fountain Street as far as the junction with Bell Street. There is a large group of people up ahead, some of them armed with clubs and pitchforks, who you suspect might be looking for you. Your time in Kaad has been a battle for survival, and rather than risk getting into any more fights, you turn right into Bell Street and head for the main gates, trying to avoid attention as you hurry along. Bell Street runs into Clock Street, which leads you to the

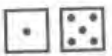


market square and on down Crown Street and the main gates. There aren't many people about other than a few merchants leaving town after a long day at the market. As you walk out through the gates, a mean-looking man in a hooded black cloak and a bow and quiver of arrows slung over his shoulder rides past you on a black horse. He glances down at you as he passes by and spits on the ground. If you want to ask him for a ride, turn to **303**. If you want to carry on walking, turn to **252**.



### 327

The general store is a large wooden building set back from the river some twenty metres. It has wide steps leading up to a porch where there are several wooden barrels and two rocking chairs. A glazed wooden door leads into the store itself. You bound up the steps but are stopped in your tracks when you see a "Wanted" poster on the wall by the door with your face drawn on it. If you still want to enter the store, turn to **23**. If you would rather not risk going in, and head east on foot instead, turn to **203**.



### 328

You walk east along the edge of the forest, mindful of any creatures lurking in the shadows. An hour later you see the skyline of Kaad only a short distance beyond the forest. Looking south, you see a wide expanse of grasslands which form the westernmost part of the Pagan Plains. Whilst you are surveying the land, you do not notice a large Spider drop down on to your shoulder from the tree you are standing under. Suddenly you feel something on your neck. *Test Your Luck*. If you are Lucky, turn to **256**. If you are Unlucky, turn to **210**.

### 329

You slip over the side of the boat and grab hold of the rudder, keeping your head down as low to the water as possible to avoid being seen. The loose sail starts to flap around noisily in the wind. You hear voices coming from the pirate ship with the crew arguing about how the *Blue Moon* came to be drifting at sea with nobody on board. A gruff voice suddenly barks out an order: "Shut up, you dogs! One of you throw out a grappling hook and pull that boat in! We'll tow it to Port Blacksand and sell it." You hear the iron hook land on the boat and catch under the bench seat on the foredeck. Your boat is pulled to the back of the pirate ship, where it is tied on before turning for Port Blacksand. You find yourself being dragged along at speed, and it is all you can do to hang on. If you want to



give yourself up to the pirates, turn to **290**. If you want to climb back on board the *Blue Moon* and hope you are not seen, turn to **385**.



### 330

The passageway leads into Bell Street, which is lined on both sides with old houses and shops. Looking left, you see that the street ends at a junction. Looking right, you see a crossroads where there are some people standing around talking. If you want to go left up Bell Street, turn to **123**. If you want to walk towards the crossroads, turn to **226**.



### 331

You sling the coil of rope over your shoulder and walk over to the cupboard at the back of the cave. Turn to **187**.



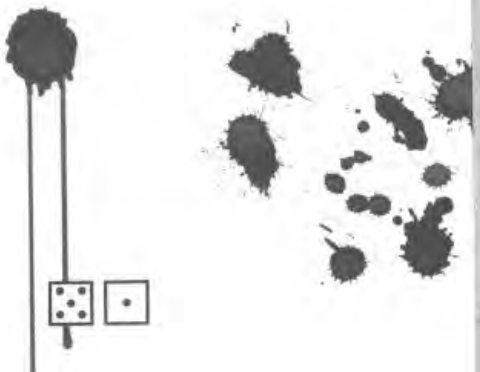
## 332

You have stepped on an animal trap, but luckily your foot didn't trigger the spring holding the jagged iron jaws apart. You decide to spring the trap with the tip of your sword and render it useless. You continue on your way and eventually come to a rickety old gate on the right which has a large sign nailed to it with the words BOGG FARM – BOG OFF painted on it. A gravel path leads from the gate to an old farmhouse, which sits in the middle of a small field separated from the grassland by a wooden fence. There is a stone post next to the gate with an arrow carved on it pointing towards the town and the words KAAD – 1 MILE underneath. From this distance, Kaad looks like it is a small town. The buildings are few in number and are mostly one or two storeys high except a stone tower in the centre of town. If you want to open the gate and walk up the path to the farmhouse, turn to **70**. If you would rather continue on to Kaad, turn to **307**.



## 333

You tap the man on the shoulder, which wakes him up with a start. "Whoa!" he says, leaping to his feet. "Thief! Robber! Help! What do you want? I've got nothing worth stealing. I'm just a poor apple grower," he splutters out, trembling. You calm him down and tell him you just want to buy a Potion of Healing. "Ah, I see. I'm afraid I don't have any healing potions. My so-called healing potion is actually apple juice. And I should say that the apples I put on the table back there weren't poisonous either. I was just trying to think of new ways to make money from my apples. I have so many I don't know what to do with them. It's all I can do to give them away. I now realize the poisoned apple ruse was not such a good idea. But I'm penniless and desperate. I'd be very grateful if you would buy a bottle of my apple juice. It's quite delicious. A Gold Piece would be very generous of you, but a silver coin would do." The man picks up the bottle of apple juice and hands it to you, looking sheepish. You take it from him and gulp down the tasty contents. Add 1 *STAMINA* point. If you want to pay him, turn to **151**. If you want to leave the hut and carry on walking east, turn to **277**.



### 334

The Black Lobster is like most taverns in Port Blacksand, full of pickpockets, crooks, thieves, tricksters, card sharps and charlatans looking to relieve drunken sailors, boat builders and fishermen of their money. When you open the door, your nostrils are assaulted by an unpleasant mix of old ale, stale body odour and cheap perfume. The tavern is buzzing with activity. Behind the wooden bar stands a stern-looking giant of a man wearing a dirty apron over his white vest who goes by the name of Grim. He has large gold earrings in both ears, and his chest and arms are covered in tattoos. The innkeeper eyes you suspiciously as you approach the bar, where you see a "Wanted" poster pinned on the wall behind him. If you want to talk to the innkeeper, turn to **367**. If you would rather talk to the barmaid who is walking towards you laden with mugs of ale, turn to **149**.

### 335

The old woman nods enthusiastically when you take off your boots and signals her approval by giving you a thumbs up. You wave back at her and walk on barefooted, following the map down Quiet Street to where it ends at a T-junction. You put your boots back on and turn right into Fountain Street to walk to the Public Gardens up ahead on the left. Turn to **268**.



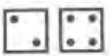
### 336

The bees continue to sting you as you scramble down the tree. Lose 2 *STAMINA* points. You run back through the undergrowth as fast as you can until you reach the cliff edge once more. Your face is puffed up with the angry welts caused by the bee stings, blurring your vision. Lose 1 *SKILL* point. The pain is unbearable, but there is no time to lose. You must chance running down the steps to the beach to escape the bees. *Test Your Luck*. If you are Lucky, turn to **248**. If you are Unlucky, turn to **272**.



### 337

You find it impossible to breathe as the bony fingers sink deeper into your throat. With your windpipe blocked, your face turns deep red. Try as you might, you are unable to dislodge the skeleton hand from your throat. You soon pass out and never regain consciousness. Your adventure is over.



### 338

The man glares at you, and says, "You're lying. Old Sam never played cards. He didn't know how to. I'm guessing you stole his boat. I've got no time for the likes of you. Be off with you or I'll set my dogs on you." The vicious-looking dogs sense the mood of their owner turning sour and start snarling and barking loudly. Not wishing to get into an unnecessary fight, you set off east on foot at a brisk pace. Turn to **203**.



### 339

Otto tells you not to worry if you hear any sounds in the night. The creatures outside will not be able to get inside the cabin. After paying Otto, you retire to your room, locking the door behind you. You place a chair against the door handle to make extra sure nobody can enter before finally flopping on top of the bed and falling into a deep sleep. You wake early the next morning and look out of the window to view the scrubland of the Pagan Plain, which stretches out as far as you can see. You go downstairs, where Otto is laying a table for breakfast. He turns to you and says, "Would bread, butter, cheese, jam and a jug of water be to your satisfaction?" You nod in approval and

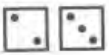


are soon enjoying a hearty breakfast in preparation for the new day. Add 2 *STAMINA* points. When you are about to leave, Otto asks you where you are headed to. You reply that you are on your way to Fang. "Not another one!" he says jovially. "It's that time of the year, I guess. The best way to go is to follow the trail just north of here, which will take you to the ferryman, who will row you across the River Kok for 1 Gold Piece. I wouldn't risk swimming across if I were you." You thank Otto for his hospitality and set off at a brisk pace. You soon pick up the trail and press on, eager to reach Fang by noon. Turn to **378**.



### 340

You soon realize that there are just too many of them to fight if you want to live to see another day. You cut two of them down, but another pirate slashes your arm with his cutlass. Lose 2 *STAMINA* points. You have no choice but to jump over the back of the boat and swim to the *Blue Moon*. Turn to **24**.





*He has a large nose and particularly large ears*



341

You walk through the open door of the tavern, wary of any unexpected surprises. There is a stairwell straight ahead, down which Garanka Vassell came running only moments ago. To your right there is a large bar room with just a solitary customer sitting at a table drinking from a pewter mug. He is a thin man in ragged clothing with wiry hair sticking out in every direction. He looks at you for a moment, and then looks away. Behind the bar stands a very tall man in a brightly patterned waistcoat. He has a large nose and particularly large ears. He places his hands on the bar, leans forward, and says in a stern voice, "I saw what happened out there. It's all very well for you to go killing off an evil assassin, but he was a customer of mine. Who is going to pay me for his room? Somebody owes me 2 Gold Pieces and that somebody is going to have to be you! If you pay Vassell's bill, I'll give you a bit of advice for your trouble." Will you:

| | |
|---|---|
| Pay 2 Gold Pieces to Tall Tom? | Turn to **26** |
| Leave the tavern and head north? | Turn to **133** |
| Leave the tavern and continue east? | Turn to **157** |

### 342

Before you are able to untangle yourself from the net, the second Goblin jumps down from the tree to join his accomplice. You feel a blow to the back of your head and slump to the ground unconscious. Lose 2 *STAMINA* points. When you wake up sometime later, you discover that all your Gold Pieces have been taken, and the Goblins are nowhere to be seen. Lose 1 *LUCK* point. You pick yourself up and set off east along the path, nursing a pounding headache. Turn to **244**.



### 343

As soon as you touch the skeleton hand, it flies off the nail and grips you by the throat with its bony fingers squeezing hard on your windpipe, making you gasp for air. The more you try to pull it off, the tighter it grips your throat. Arcane magic from a spell cast long ago gave the Hand of Death its deadly powers. Lose 1 *SKILL* point, 1 LUCK point and 2 *STAMINA* points. Roll two dice. If the number rolled is less than or equal to your *SKILL* score, turn to **159**. If the number rolled is greater than your *SKILL* score, turn to **46**.



### 344

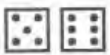
Your dizziness stops as quickly as it started. The copper headband you are wearing is an ancient Mind Shield artefact which blocks Red Ruth's mental powers. She curses when she sees you recover and draw your sword. Howling with anger, she lunges forward to strike you with her long knife. You must fight the Assassin!

| | | |
|---|---|---|
| *RED RUTH* | *SKILL 5* | *STAMINA 5* |

If you win, turn to **33**.

### 345

Apart from Blood Sharks circling you at one point, the voyage to the mainland passes without incident. A strong easterly wind ensures a swift passage, and a few hours later the rugged Allansian coastline comes into view. The cliffs are quite high, but you see an estuary directly ahead which you recognize as the entrance to Red River. You don't speak to the pirate during the voyage, and it's only when you get close to land that you tell him that you are going to set him free, even though he does not deserve it. You untie him and tell him to swim to the shore. He protests, but you boot him overboard and sail on. You are soon at the mouth of the river, where you see two wooden buildings on the northern bank. You steer the *Blue Moon* over to the bank and jump out. It feels great to be back on



dry land, but you are also very aware that Lord Azzur has his best assassins hunting you down, looking to relieve you of your head. If only Captain Crow had told you who the other assassins were before he died, you would have been better prepared. Now everybody you meet could be the next assassin for all you know. But at least you should recognize Garanka Vassell when you see him. You walk towards the buildings, which you note are a boatyard and a general store. Thinking you might be able to sell the *Blue Moon*, you decide to visit the boatyard first. Turn to **288**.

**346**

You slide the ring on to your finger and feel a tingling sensation in your hand. You are wearing a Ring of Fortune. *Test Your Luck*. If you are Lucky, turn to **218**. If you are Unlucky, turn to **273**.

**347**

You salute the Baron with gritted teeth and walk over to the entrance of the dungeon to take your place alongside your fellow contestants. Turn to **400**.

**348**

Grimacing with pain, you pull the arrows from your leg and chest. You grit your teeth and draw your sword, and limp over to fight your attacker, who throws back her hood to reveal the unmistakable features of a DARK ELF PRIESTESS. Her neck is covered with tattoos of writhing serpents and her long ice-white hair is tied up high on her head. She is wearing studded leather armour with iron-plated shoulder pads. Staring at you with cold, amethyst-blue eyes, she draws her long sword slowly from its scabbard, a shimmering blade made of the finest Salamonian steel enveloped in a swirling mist of vivid colours. Swinging it skilfully above her head, the Dark Elf advances towards you, meeting your sword with a clash of steel, her chilling war cry sending a shiver down your spine.



| | | |
|---|---|---|
| *DARK ELF PRIESTESS* | *SKILL 8* | *STAMINA 8* |

If you win, turn to **61**.

**349**

Bobby slaps his thigh and says, "Ka-boom! I think we've struck gold, brother Billy! That assassin said he would pay us 10 Gold Pieces if we caught the villain he was looking for. Go out to the back yard and ring the brass bell three times like he told you to." Bobby pulls the trapdoor back up and bolts it shut, and you find yourself in total darkness again. You hear the shrill sound of a bell ring out three times. All you can do is draw your sword and wait to see what happens. Some fifteen minutes later the trapdoor



drops down and you see three people looking down at you – the Bogg brothers and a long-haired BARBARIAN who is wearing a fur cloak over leather armour and brandishing two double-edged axes made of polished steel. "You did well, boys," the Barbarian says in a deep voice.

"When are you going to pay us?" asks Billy.

"I'm not going to pay you! The bounty will be mine. Dax the Axe shares his spoils with no one."

"Well, that's not fair," Billy says angrily. "And we don't take kindly to people who are mean to us."

Bobby suddenly produces a blunderbuss from out of the rubbish pile and points it at the assassin. "You've got five seconds to jump into the cellar or I'll let you have it, and I promise you things get a bit messy at this range. One . . . two . . . three. . ." The Barbarian sneers and leaps down into the cellar, landing perfectly on his feet. He roars in anger and swings his axes at you.

*DAX THE AXE* *SKILL 9* *STAMINA 8*

If you win, turn to **103**.

**350**

You flinch on seeing a puff of white smoke shoot out of the barrel of the pistol. At such short range, the captain cannot miss. The lead ball hits you in the midriff, with the force knocking you over. Lose 1 *SKILL* point. Roll two dice and



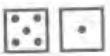
reduce your *STAMINA* by the total. If you are still alive, turn to **81**.



**351**

You pay the storekeeper 5 Gold Pieces, pull on the new boots, and pack away your old boots. You walk outside and run a short distance and are amazed how fast you can run. You go back inside the store, where the storekeeper is waiting for you with a smile on his face. "Believe me now, do you? Before you march off in your new boots, you might like to buy some food. You look like you are very hungry. I make the best bread in the land, and stock the best cheese and tomatoes you have ever tasted. I'll sell you a fresh loaf, a big chunk of cheese and some ripe tomatoes for just 1 Gold Piece. If you need something special to put the food in, I'll also sell you a wizard's backpack for a bargain price of 4 Gold Pieces. It's a rare Bag of Everything. No matter what you put in it, it will always feel as light as a feather." Will you:

| | |
|---|---|
| Buy the food for 1 Gold Piece? | Turn to **105** |
| Buy the food and the backpack for 5 Gold Pieces? | Turn to **364** |
| Decline his offer? | Turn to **215** |



### 352

You manage to slay one of the Guards but are overwhelmed by the sheer weight of numbers of the crowd. The blow from a wooden club to your head sends you crashing to the floor. You are lying sprawled out in the rubbish, dazed and confused. Two of the Guards grab your arms and the other one takes your sword. Your feet are shackled, and you are dragged away to the cheers of the crowd. It's not long before you find yourself chained to a wall of a dark dungeon cell, awaiting the arrival of the Earl of Kaad, who, you are told, will decide whether or not to hand you over to Lord Azzur. When he finally arrives, you can tell from the stern faces of Guards behind him that it is not good news. Your worst fears are confirmed when the Earl tells you solemnly that you will be taken in chains to Executioner's Square in Port Blacksand. Your adventure is over.

### 353

You break off another piece of honeycomb, but before you are able to eat the honey, you are engulfed by a swarm of angry bees. They begin stinging you all over, and painful red welts form on your skin. Lose 2 *STAMINA* points. If you want to try and fight them off, turn to **108**. If you would rather climb down the tree and run back to the beach to dive into the sea, turn to **336**.



### 354

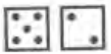
When you come to, the market square is virtually deserted, and the old man is nowhere to be seen. You are annoyed at yourself for rashly attacking the Monk and you are even more annoyed when you discover that all your Gold Pieces have been taken. Lose 2 *LUCK* points. You pick yourself up and hobble across the market square to Clock Street. Turn to **140**.

### 355

You glance at the titles of the books on the shelves. They are all books on magic with intriguing titles like *The Secrets of Sorcerers* and *The Grimoire of Magic Missiles*, but the one that really catches your eye is a small, red leather-bound ancient tome held shut by a brass clasp. The book is entitled *The End of Time*, which is printed in large gold-leaf lettering on the cover. If you want to open the book, turn to **12**. If you want to walk up the stairs and go back outside, turn to **305**.

### 356

You feel a draught of cool air on your face caused by the door opening and quickly closing again. You hear a floorboard creak, which confirms somebody has entered the hut. If you want to call out to whoever it might be, turn to **281**. If you want to toss a coin on the floor to distract the intruder, turn to **100**.



**357**

Silence descends over the crowd. Azzur plays to the audience, rubbing his chin as though appearing to be deep in thought. "That's a good number," he says coldly. "But it's not good enough!" Turn to **25**.

**358**

You soon arrive at an old wooden hut, where you see a barrel on the porch with a note pinned to it which says POISON APPLE ALERT! HEALING POTIONS FOR SALE HERE. If you have recently eaten an apple and want to go in the hut, turn to **176**. If you want to carry on walking east, turn to **277**.

**359**

The Decayer spits at you as you run past it. *Test Your Luck*. If you are Lucky, turn to **17**. If you are Unlucky, turn to **131**.

**360**

The noise of your boots on the cobblestones is the only sound in the street. Everybody nearby turns to look at you, some of them pointing at your boots and putting their index fingers to their lips, gesturing for you to be quiet. Two high wooden gates up ahead on the right suddenly burst open, and a bare-chested GIANT storms out on to the street with a wooden club in his hand, his face contorted with rage. He is wearing a pair of ragged brown trousers tied at the waist with thick rope. Roaring with anger, he scans the street, looking for the person who disturbed his peace. He looks down, catches sight of your boots and raises his club in the air. You must battle the GIANT and ask questions later.

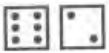


| | | |
|---|---|---|
| *GIANT* | *SKILL 8* | *STAMINA 9* |

If you win, turn to **178**.

**361**

Your hopes of sailing away from danger are quickly dashed when a gigantic tentacle rises out of the sea, no more than twenty metres in front of you. Another tentacle rises out of the sea, then another, and another, until there are eight of them towering above you. Your boat is about to be attacked by a KRAKEN, a giant sea monster which has a colossal squid-like body, two huge eyes and a beaked mouth. You hear booming explosions from the pirate ship's cannon as two cannonballs whistle overhead towards the Kraken, one of them taking a big chunk out of one of its tentacles. The monster thrashes around in the sea and wraps one of its giant tentacles around the *Blue Moon*'s mast. It pulls the boat over and drags it down to the depths of the ocean with you on board. Your adventure is over.





*A fearless and fanatical fighter armed with throwing spears*

**362**

You ask the woman where she is going, and she replies that she's on her way to the general store to sell some arrows. She explains that she is a fletcher "by name and by profession". She claims to make the finest arrows in the land, saying, "Ask any bowman around here. They will all tell you that Frances Fletcher's arrows fly long and true. Would you like to buy some and save me the walk to the general store? They are only 2 Gold Pieces for six." If you want to buy six arrows, turn to **250**. If you would rather politely refuse her offer and carry on walking east, turn to **279**.

**363**

There is a gap up ahead in the tall grass on the right where a path joins the path you are on. A cloud of dust rises into the air from somebody or something running towards you along the path from the east. You reach the junction and see a tall, barefooted warrior woman sprinting towards you. She has striking silver markings covering much of her bronzed skin and her hair is close-cropped and dyed scarlet-red. She is a ZENGIAN ULTRA, a fearless and fanatical fighter armed with throwing spears. She lets out a shrill war cry and throws her spear at you. If you have a shield, turn to **2**. If you don't have a shield, turn to **169**.

### 364

After you pay him 5 Gold Pieces, the storekeeper hands you the food, which will add 4 *STAMINA* points when eaten. You put all your possessions into the Bag of Everything and marvel at how light it is. Combat will be easier from now on. Add 1 *SKILL* point. You thank the storekeeper and decide what to do next. If you want to ask him if he has heard of Garanka Vassell, turn to **229**. If you want to leave the store and head east on foot, turn to **203**.

### 365

There is a pile of stones in a dark recess in the cave wall. You remove the top layer and uncover a wooden chest with ornate brass hinges. You pick up the chest and carry it over to the mouth of the cave to examine it in the daylight. The lid is inlaid with a skull-and-crossbones motif made of mother-of-pearl. The chest does not appear to be locked. If you want to open the chest, turn to **56**. If you would rather scour the beach, turn to **231**.

### 366

"Nobody defies an order in the court of Sukumvit of Fang!" the Baron shouts out angrily. He snaps his fingers and his elite Guards rush forward to rain blow after blow down on you with their iron maces, clubbing you to the ground. Your hands are shackled behind your back, and you are made to stand bleeding and battered in front of

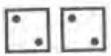


the baying crowd to await your fate. Lord Azzur stares at you contemptuously, his head nodding slightly with satisfaction. The Baron turns to his guest and says, "My sincere apologies for this outrage, my dear Lord Azzur. As punishment, might I suggest we put this criminal in the iron gibbet hanging from the gallows in the town square and let the hungry crows do the rest?" Lord Azzur gives his approval with a simple gesture of the hand. You are dragged from the podium and you see Throm staring at you with a look of puzzlement on his face. What will become of him you will never know, but for you the gallows await. Your adventure is over.



### 367

You sit down on a bar stool and place your knife on the bar where everybody can see it. The innkeeper sidles up to you and says in a gruff, matter-of-fact voice, "Swords and knives are not allowed to be unsheathed in the Lobster. Hand it over." If you want to do as he says, turn to **84**. If you want to refuse to hand over your knife, turn to **253**.



### 368

You poke your head out from behind the tree and call out to the assassin. He replies by firing his crossbow, but the bolt thuds into the trunk of the tree. You hear him curse before disappearing from view. Moments later a heavily built man storms out of the tavern, screaming at the top of his voice, and charges at you like a raging bull, swinging a two-handed sword above his head. The deadly assassin is wearing a chain mail vest and you must fight him. Turn to **53**.

### 369

You hear a rustling sound in the long grass to your right. If you want to investigate, turn to **228**. If you would rather keep heading towards town, turn to **189**.

### 370

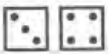
You climb carefully up the tree to where the hive is hanging from a branch. You hear a faint buzzing sound, but you are fairly certain there can only be a few bees inside the hive. You poke the tip of your sword inside and break off a piece of honeycomb. You reach into the hive and pull out the honeycomb, which is dripping with thick golden honey. Slavering in anticipation, you cram a chunk of the honeycomb into your mouth, sucking out the deliciously sweet nectar and feeling instantly energized. Add 2 *STAMINA* points. You are about to break off another piece of honeycomb when you hear the ominous buzzing sound of the swarm of bees returning to the hive. If you want to reach for the honeycomb, turn to **353**. If you would rather climb quickly down the tree and run back to your hut, turn to **147**.





### 371

The blacksmith's bushy eyebrows rise up when you tell him about your recent encounters with Lord Azzur's assassins. "That is terrible!" he says with genuine concern. "Azzur was in Kaad yesterday, spreading lies and buying favours. A plague be on him. I put new shoes on his carriage horse and he didn't bother paying me before leaving town. I'm not sure if it has anything to do with you, but he had two people with him who he dropped off. One was a woman in a red hooded cloak. Her icy stare made me feel quite uncomfortable. Ruth was her name. Red Ruth. The other was a short, stocky man with narrow eyes who looked like he was from the East, maybe Kay-Pong. I remember he was carrying a black stick and had a strange name. I think Azzur called him Tunku Yang." You thank the blacksmith for the information and go back outside to walk down the side passage. Turn to **330**.



### 372

You stand up and tell Sidd that you are not going to pay him. "That's not very nice of you," he says with a hurt expression on his face. "You might live to regret that decision. Or you might not live long enough to regret it!" Sidd turns his back on you and stares out of the window. A black cat suddenly jumps on to the bar and stares at you and hisses. Lose 1 *LUCK* point. Tall Tom has a face like thunder, and points at the door and tells you to leave. You walk outside and think about which way to go. If you want to head north, turn to **133**. If you want to continue east, turn to **157**.

### 373

The lightning strikes the sea a short distance away, but it is too close for comfort for Captain Crow. "I'm turning the boat around whether you like it or not," he screams at you into the wind. "We're going back to Snake Island!" He pulls on the tiller with all his might, forcing the mainsail to swing across the deck as the boat goes about, shuddering noisily when the ropes twang taut in their cleats. Battling against the giant waves, the captain looks relieved to be heading back, but it is another hour before you make landfall, just as the wind dies down. The captain looks at you and says sternly, "I don't care what you say, we're staying on the island tonight!" You nod in agreement and praise the captain for getting you back to the island safely, and suggest you make a fire to get warm. Turn to **302**.



### 374

The man stumbles when firing his crossbow and a small arrow thumps into the wall behind you. Realizing there is no time for him to reload his crossbow, he draws a sabre from his belt and lunges at you, shouting, "I, Blackthorn of Chalice, will see your head delivered to Lord Azzur." You must fight him.

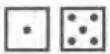
| *BLACKTHORN* | *SKILL 8* | *STAMINA 7* |
|---|---|---|

If you win, turn to **109**.



### 375

The boat man pulls out a small leather purse from his clothing and counts out 20 Gold Pieces into your hand. "That's a fair price for a fair boat," he says, smiling. He shakes your hand, bids you farewell, and walks back into his yard, whistling happily with his dogs following faithfully behind. If you now want to go in the general store, turn to **327**. If you would rather head east on foot, turn to **203**.



### 376

Your backpack is weighing you down and the Orcs are closing in fast. If you want to drop your backpack, turn to **83**. If you want to keep on running with it on, turn to **8**.

### 377

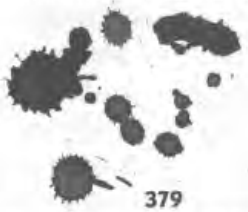
You shake the silver box and hear something rattle inside. You open it up and find two small sparkling diamonds. Add 1 *LUCK* point. You close the lid and put the box in your pocket. There are also two small corked bottles in the chest. One is a clear glass bottle containing red ink. The other is a brown bottle with a label on it with the words "Worm Paste" handwritten in faded red ink. You must decide whether or not to keep the bottles. If you have not done so already, you can either open the leather purse (turn to **319**) or scour the beach in the hope of finding something useful (turn to **231**).

### 378

Your walk along the trail is uneventful and you reach the banks of the River Kok by late morning. The river is wide and fast-running. Looking north, you see the town of Fang set against the stunning backdrop of the snow-capped Icefinger Mountains in the distance. Just to your right, there is a small wooden hut close to a wooden jetty which has a rowing boat tied to it. There is somebody lying in the boat who appears to be asleep. If you want to ring the brass



bell on the pier to wake the sleeping man, turn to **39**. If you want to look inside the hut, turn to **297**.

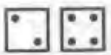


### 379

The pain gradually increases, building in intensity until it is unbearable. Your heart pounds inside your chest, beating faster and faster until you think it is about to explode. You scream in agony before blacking out, and never regain consciousness. Your adventure is over.

### 380

The man looks at you intensely, as though trying to remember where he's seen you before. He frowns and purses his lips in thought, and says, "I might be interested, it depends. You better show me the boat." You lead the man to the *Blue Moon*. He jumps on board and inspects it briefly for seaworthiness. "She's a fine boat, no doubt about it, but the last time I saw the *Blue Moon*, she belonged to Samuel Crow. I can't imagine old Sam would ever sell her. How come you claim to be the owner?" If you want to reply that Captain Crow died on Snake Island, turn to **136**. If you want to reply that you won the boat from the captain playing cards, turn to **338**.



### 381

Billy stares down at you and says, "We don't like what we are hearing, stranger. If you can't do right by us, we can't do right by you. So, we are going to let you play Beat-the-Buss. These are the rules, so listen carefully. Brother Bobby and I are going to climb on to the roof. I should tell you he's got a blunderbuss. That's where the buss in Beat-the-Buss comes from, as in blunderbuss, if you're getting me? I'm going to throw you a rope and count to twenty before brother Bobby starts shooting. All you have to do is climb out and hightail it for the wooden gate without being shot full of lead. Are you understanding me? Don't try any funny business or brother Bobby will shoot you right here and now." The brothers disappear and seconds later a thick length of rope drops down into the cellar. You catch hold of it and give it a tug. Satisfied it will bear your weight, you haul yourself out of the cellar. There is a ladder leading up to a skylight in the roof, through which you hear a voice counting, "Twelve . . . thirteen . . . fourteen. . ." and realize you must run for your life. You bolt for the door and run out of the farmhouse and down the path as fast as you can. If you are wearing Elven Boots, turn to **90**. If you are not wearing Elven Boots, turn to **323**.





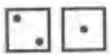
### 382

Half an hour later, you finally get a tug on your fishing line. *Test Your Luck.* If you are Lucky, turn to **278**. If you are Unlucky, turn to **142**.



### 383

The man puts his hands together and says, "It's about time! I thought you were never going to arrive. Please come in. My cellar is infested with rats. I think they are getting in through a broken drain. The cellar is at the bottom of the stairs, which are through the door at the back of the room over there." You walk over to the door and go down a stone staircase to another door at the bottom. You listen at the door and hear lots of scratching and squeaking sounds coming from the other side. You open the door to a storeroom where you see hundreds of rats crawling all over the shelves, sacks, boxes and barrels in the room. If you have a flute, turn to **280**. If you do not have a flute, turn to **219**.



### 384

You hand over your boots to the Gnome, who hurriedly kicks off his old boots and pulls the new ones on. He stands up and runs around in a circle, clapping his hands with glee. He gives you 1 Gold Piece and asks you where you are going. You reply that you are heading north on a mission. "Well, if you haven't been there before, you should definitely visit Kaad since you are heading that way. You won't forget it. The people who live there are pig-poo crazy!" You thank the Gnome for his advice and set off again. Turn to **179**.

### 385

You climb over the side of the boat and lie down in the bottom. *Test Your Luck*. If you are Lucky, turn to **209**. If you are Unlucky, turn to **134**.

### 386

Balthazar's eyes light up at the mention of the box. He clasps his hands together and says, "What wonderful news! The box was stolen from here yesterday and I thought I was never going to see it again. Please come in." You follow Balthazar into a large stone-walled room which has a door in the far wall. You take the wooden box out of your backpack and place it on the table in the centre of the room. "I'm going to open the box, so please stand back. There is a secret spring-loaded dart in the catch which I'm going to disable. There, it's done," Balthazar says with a relieved expression on his face. He empties the contents of the box on to the table, which amount to 10 Gold Pieces, two long brass clock hands and a gold signet ring with a question mark engraved on it. "The new clock hands are safe! What a relief. I cannot thank you enough. Please accept 5 Gold Pieces as a reward," he says cheerfully. You accept the Gold Pieces and watch Balthazar start to polish the clock hands feverishly. If you want to ask if he has seen Lord Azzur in town, turn to **167**. If you would rather bid him farewell and turn right up Clock Street, turn to **89**.



### 387

You are exhausted after the long sword fight and take a moment to get your breath back. You empty Vassell's pockets and find 3 Gold Pieces. When you pull down his tunic collar, you see the now familiar scorpion assassin pendant hanging on a chain around his neck. You snap the chain and put the pendant in your pocket. Will you now:

| | |
|---|---|
| Try on his chain mail vest? | Turn to **246** |
| Go in the tavern? | Turn to **341** |
| Head north along a new path? | Turn to **133** |
| Continue your journey east? | Turn to **157** |





*The beggar continues to rattle his tin mug*



**388**

You land on a patch of soft sand and injure yourself, suffering a twisted ankle and a cracked rib. Lose 2 *SKILL* points and 4 *STAMINA* points. If you are still alive, turn to **392**.



**389**

With his head bowed, the beggar continues to rattle his tin mug. As soon as you put your hand in your pocket to find a coin, he drops his mug and throws off his blanket to reveal a sword held in the hand you thought was missing! With steely-cold eyes and a sinister smile, he lunges forward with his sword and stabs you in the leg. Lose 2 *STAMINA* points. Your attacker is an ELITE SWORDSMAN who lunges forward to strike you again.

*ELITE SWORDSMAN* *SKILL 8* *STAMINA 5*

If you win, turn to **190**.

### 390

As the carriage passes by, the woman looks down at you from her bench seat and says in a cold voice, "I know who you are." But before you can say anything, the driver cracks his whip and urges his horse into a trot and the carriage disappears in a cloud of dust. Wondering who the woman might be, you walk through the main gates and mingle with the townsfolk, who are busily going about their various tasks. Nobody pays you much attention and you walk down Crown Street, which is lined on both sides with small shops and old wood and plaster houses with tiled roofs. The street leads you to a market square, where the traders are packing up their stalls for the day. You see a portly man in long brown robes walking towards you carrying a large sack over his shoulder. If you want to talk to him, turn to **19**. If you would rather ignore him and walk across the market square to Clock Street, turn to **140**.

### 391

As you run for the cover of the trees and undergrowth, the giant Dragon swoops down to blast you with its fiery breath. *Test Your Luck*. If you are Lucky, turn to **236**. If you are Unlucky, turn to **172**.

### 392

You look up to see the Flesh-Head peering down over the cliff edge, snarling aggressively. You stand up in considerable pain, and limp slowly over to the mouth of the cave. Turn to **201**.





### 393

You don't speak to the pirate during the voyage, and it's only when the old buildings of Port Blacksand finally come into view that you tell him that you are going to set him free, even though he does not deserve it. You untie him and tell him to swim to the shore. He protests, but you boot him overboard and sail on. It's not long before you are moored up alongside the harbour wall of the old port, notorious for the pirates, cutthroats and thieves who live there. Two rough-looking men with missing teeth and stubbly beards are standing on the quayside, watching you closely, and start whispering to each other. It's only a few days since you were last here, but now you can't afford to trust anybody. If you want to ask them if they know somebody who might want to buy your boat, turn to **48**. If you want to walk quickly past them and enter the Black Lobster Tavern at the end of the quay, turn to **334**.

### 394

You shout out the magic spell just in time as the band of bloodthirsty Orcs descends upon you, screaming loudly as though possessed by demons. You disappear from view and manage to escape from the Orcs, who are now even more angry and start fighting between themselves. You run northwards to get as far away as possible from the Orcs before the invisibility spell wears off. A minute later your limbs and torso become visible again. You look back and are relieved to see that the Orc hunting party is still embroiled in a mass brawl. Just when you think you're clear of them, a long blast on a hunting horn signals that you have been spotted by one of their scouts. The Orcs stop fighting and chase after you, screaming for your blood. All you can do is run! If you are wearing Elven Boots, turn to **241**. If you are wearing ordinary leather boots, turn to **18**.

### 395

You have picked up a cursed stone carving known as the Evil Eye. Lose 3 *LUCK* points. Unaware that you have found an unlucky artefact, you place it in your backpack and carry on your search for food. Turn to **213**.

### 396

As you approach the crossroads with Bell Street and Clock Street, you notice that some of the people are armed



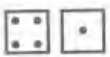
with clubs and pitchforks. You suspect they are probably looking for you. Pretending to scratch your hair, you raise an arm to hide your face and turn right into Clock Street, hoping not to be recognized. *Test Your Luck*. If you are Lucky, turn to **207**. If you are Unlucky, turn to **284**.

### 397

Try as you might, you are unable to open the jaws of the animal trap. Your ankle goes numb, and you feel a throbbing pain in your lower leg. Lose 2 *STAMINA* points. As the day wears on you begin to wonder how long you will have to wait before the trapper returns to examine his trap. You decide to start calling out in the hope of attracting help. *Test Your Luck*. If you are Lucky, turn to **128**. If you are Unlucky, turn to **205**.

### 398

You have no idea how long you have been in a semi-coma, but you eventually cool down and wake up. You feel incredibly weak, and have trouble standing up. You stretch out your arms and see that your hands are trembling. Lose 1 *SKILL* point. You are about to set off again when you notice an iron bracelet lying in the earth near the entrance of the den. If you want to try on the bracelet, turn to **40**. If you would rather leave it where it is and head back to your hut on the other side of the island, turn to **217**.



### 399

You watch the arrow fly towards the open window, but it strikes the frame, missing its target. Lose 1 *LUCK* point. Before you have time to fire another arrow, the tavern door bursts open. A heavily built man wearing a chain mail vest storms out of the tavern, screaming at the top of his voice, and charges at you like a raging bull swinging a two-handed sword above his head. You draw your sword and ready yourself to fight the deadly assassin, Garanka Vassell. Turn to **53**.

### 400

Baron Sukumvit raises his arm aloft for the trumpets to sound the start of this year's Trial of Champions. The crowd cheers loudly, and one by one the contestants salute the Baron and disappear inside the dungeon. You see Throm enter third, and when your turn comes, you are greeted by a wall of noise from the excited crowd. You salute them briefly and draw your sword before stepping through the ornate stone-pillared entrance to the dark dungeon. You curse Lord Azzur's name under your breath and promise yourself that one day you will see him dead. For now, the toughest challenge of your life awaits you as you step into the unknown to face Baron Sukumvit's deadly traps and gruesome monsters.

# HOW TO FIGHT THE CREATURES OF ASSASSINS OF ALLANSIA

YOU have been preparing for your quest by practising your swordplay and building up your strength and stamina. You have a sword and a backpack containing Provisions (food and drink) to sustain you through your adventure. Before setting of on your adventure, you must first roll dice to record your *SKILL*, *STAMINA* and *LUCK* scores on your *Adventure Sheet* on pages 248 or 250, which you should also use to keep a record of the items you find on your adventure. Use the *Monster Encounter Sheet* to record combat with monsters. Write your scores in pencil or make photocopies of the blank *Adventure Sheet* to use in future adventures.

## SKILL, STAMINA AND LUCK

To determine your *Initial SKILL*, *STAMINA* and *LUCK* scores:

Roll one die. Add 6 to this number and enter this total in the *SKILL* box on the *Adventure Sheet.*

Roll both dice. Add 12 to the number rolled and enter this total in the *STAMINA* box.

Roll one die, add 6 to this number and enter this total in the *LUCK* box.

*SKILL* reflects your swordsmanship and fighting expertise; the higher the better. *STAMINA* represents your strength; the higher your *STAMINA*, the longer you will survive. *LUCK* represents how lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.

*SKILL*, *STAMINA* and *LUCK* scores change constantly during an adventure, so keep an eraser handy. You must keep an accurate record of these scores. But never rub out your *initial scores*. Although you may receive additional *SKILL*, *STAMINA* and *LUCK* points, these totals may never exceed your *initial* scores, except on very rare occasions, when instructed on a particular page.

## BATTLES

When you are told to fight a creature, you must resolve the battle as described below. First record the creature's *SKILL* and *STAMINA* SCORES (as given on the page) in an empty *Monster Encounter Box* on your *Adventure Sheet*. The sequence of combat is then:

1. Roll the two dice for the creature. Add its *SKILL* score. This total is the **creature's** *Attack Strength*.
2. Roll the two dice for yourself. Add your current *SKILL*. This total is **your** *Attack Strength*.
3. Whose *Attack Strength* is higher? If your *Attack Strength* is higher, you have wounded the creature. If the creature's *Attack Strength* is higher, it has wounded you. (If both are the same, you have both missed – start the next *Attack Round* from step 1 above.)
4. If you wounded the creature, subtract 2 points from the **creature's** *STAMINA* score. You may use *LUCK* here to do additional damage (see "Using Luck in Battles" below).
5. If the creature wounded you, subtract 2 points from **your** *STAMINA* score. You may use *LUCK* to minimize the damage (see below).
6. Make the appropriate changes to either the creature's or your own *STAMINA* scores (and your *LUCK* score if you used LUCK) and begin the next *Attack Round* (repeat steps 1–6)
7. This continues until the *STAMINA* score of either you or creature you are fighting has been reduced to zero (death).

## LUCK

Sometimes you will be told to *Test Your Luck*. As you will discover, using *LUCK* is a risky business. The way you *Test Your Luck* is as follows:

Roll two dice. If the number rolled is equal to or less than your current *LUCK* score, you have been *Lucky*. If the number rolled is higher than your current *LUCK* score, you have been *Unlucky*. The consequences of being *Lucky* or *Unlucky* will be found in the paragraph you are sent to. Each time you *Test Your Luck*, you must subtract one point from your current *LUCK* score. So, the more you rely on luck, the riskier this becomes.

*Using Luck in Battles*

In battles, you always have the option of using your LUCK either to score a more serious wound on a creature, or to minimize the effects of a wound on the creature has just scored on you.

**If you have just wounded the creature:** you may *Test Your Luck* as described below. If you are *Lucky*, subtract an extra 2 points from the creature's *STAMINA* score (i.e., 4 instead of 2 normally). But if you are *Unlucky*, you must restore 1 point to the creature's *STAMINA* (so instead of scoring the normal 2 points of damage, you have now only scored 1).

**If you have just been wounded by the creature:** you may *Test Your Luck* to try to minimize the wound. If you are *Lucky*, restore 1 point of your *STAMINA* (i.e., instead



of doing 2 points of damage, it has done only 1). If you are *Unlucky*, subtract 1 extra *STAMINA* point.

Don't forget to subtract 1 point from your *LUCK* score each time you *Test Your Luck*.

## RESTORING SKILL, STAMINA AND LUCK

*Skill*

Occasionally, a page may give instructions to alter your *SKILL* score. A Magic Weapon may increase your *SKILL*, but remember that only one weapon can be used at a time! You cannot claim 2 *SKILL* bonuses for carrying two Magic Swords. Your *SKILL* score can never exceed its *initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your *SKILL* to its initial level at any time.

*Stamina and Provisions*

Your *STAMINA* score will change a lot during the adventure. As you near your goal, your *STAMINA* level may become dangerously low and battles may be particularly risky, so be careful!

You start the game with enough Provisions for ten meals

(see "Equipment and Potions" below). A separate *Provisions Remaining* box is provided on the *Adventure Sheet* for recording details of Provisions. You may eat only *one* meal at a time. When you eat a meal, add 4 points to your *STAMINA* score and deduct 1 point from your Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Don't forget that your *STAMINA* score may never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your *STAMINA* to its *initial* level at any time.

*Luck*

You will find additions to your *LUCK* score awarded when you have been particularly *Lucky*. Remember that, as with *SKILL* and *STAMINA*, your *LUCK* score may never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your *LUCK* to its *initial* level at any time and increase your *initial LUCK* by 1 point.

## EQUIPMENT AND POTIONS

You begin your adventure with a sword and a backpack containing Provisions (food and drink). You will find gold, treasure, weapons, armour and artefacts on your



adventure. But not all items will help you on your quest. Some might even harm you!

You may also take a magic potion which will aid you on your quest. Each bottle of potion contains enough for *one* measure, i.e., it can only be used *once* during an adventure. Choose ONE of the following:

A Potion of Skill – restores *SKILL* points

A Potion of Strength – restores *STAMINA* points

A Potion of Fortune – restores *LUCK* points and adds 1 to *Initial LUCK*

These potions may be taken at any time during the adventure. Taking a measure of potion will restore *SKILL*, *STAMINA* or *LUCK* scores to their *Initial* level. The Potion of Fortune will increase your *Initial LUCK* score by 1 point and restore *LUCK* to this new *Initial* level.

## HINTS ON PLAY

There is only one true way through **Assassins of Allansia** and it will probably take you several attempts to find it. Make notes and draw a map as you explore – this map

will be useful in future adventures and help you identify unexplored areas.

Not all locations contain treasure; many merely contain traps and creatures. There are many "wild-goose chase" passages, and while you may progress through to your ultimate destination, it is by no means certain that you will win.

The "one true way" involves a minimum of risk and any player, no matter how weak their initial dice rolls might be, should be able to get through.

Good LUCK on your adventure – you'll need it!

# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
|---|---|---|
| | | |

| BACKPACK ITEMS: | POCKET ITEMS: | GOLD PIECES: |
|---|---|---|
| | | |
| | PENDANTS: | WEAPONS: |
| | | |
| | PROVISIONS: | ARMOUR: |
| | | |

# ENEMY ENCOUNTER SHEET

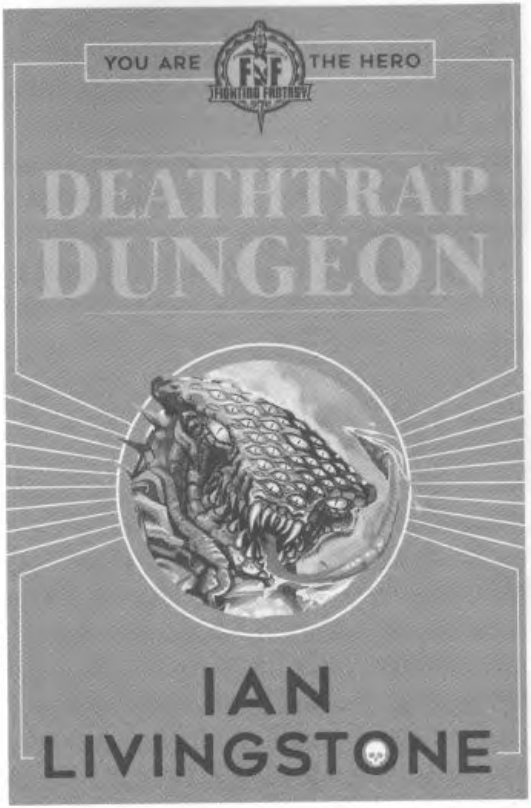
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# ADVENTURE SHEET

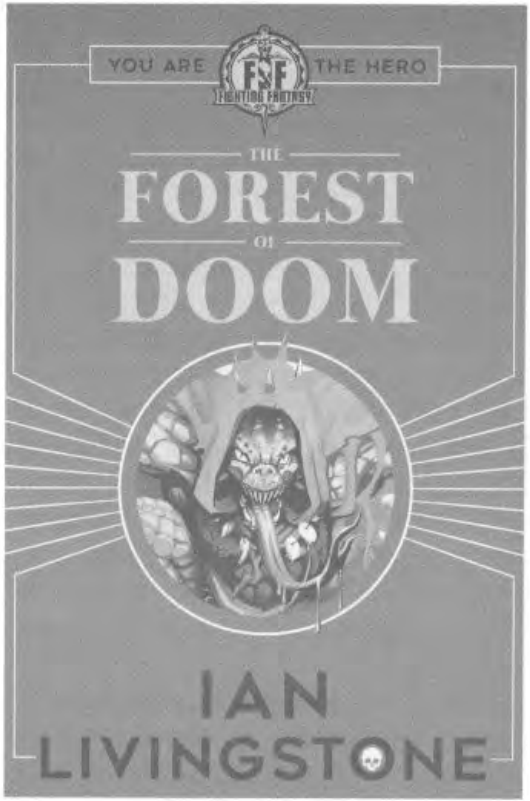
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| | PROVISIONS: | ARMOUR: |

# ENEMY ENCOUNTER SHEET

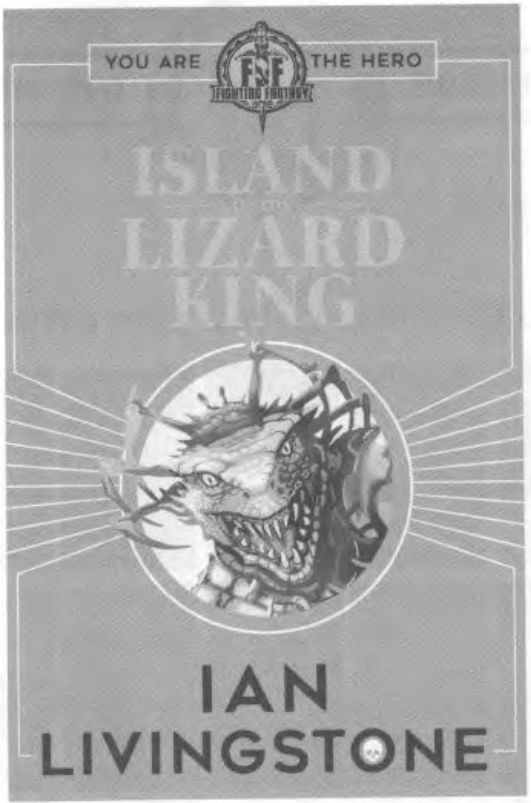
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Devised by the devilish mind of Baron Sukumvit, the labyrinth of Fang plays host to the Trial of Champions – a challenge that no adventurer ever survived. You'll have to pit your wits against some fiendish foes if you have any hope of seeing daylight again...




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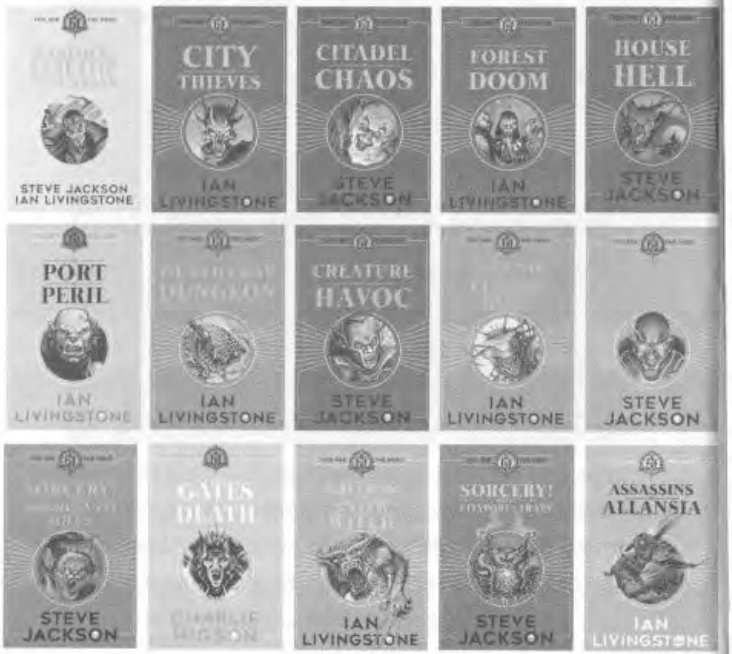



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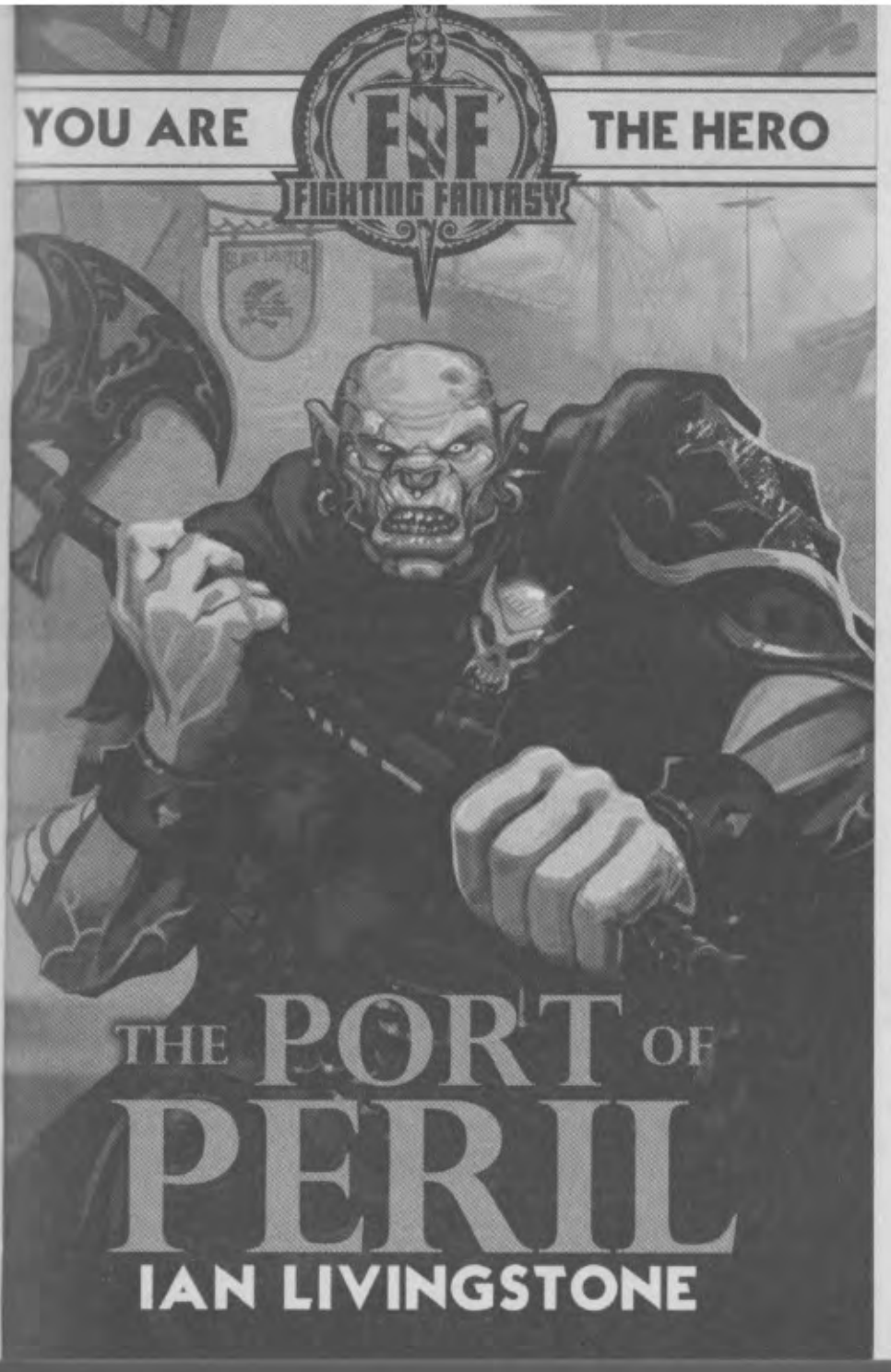
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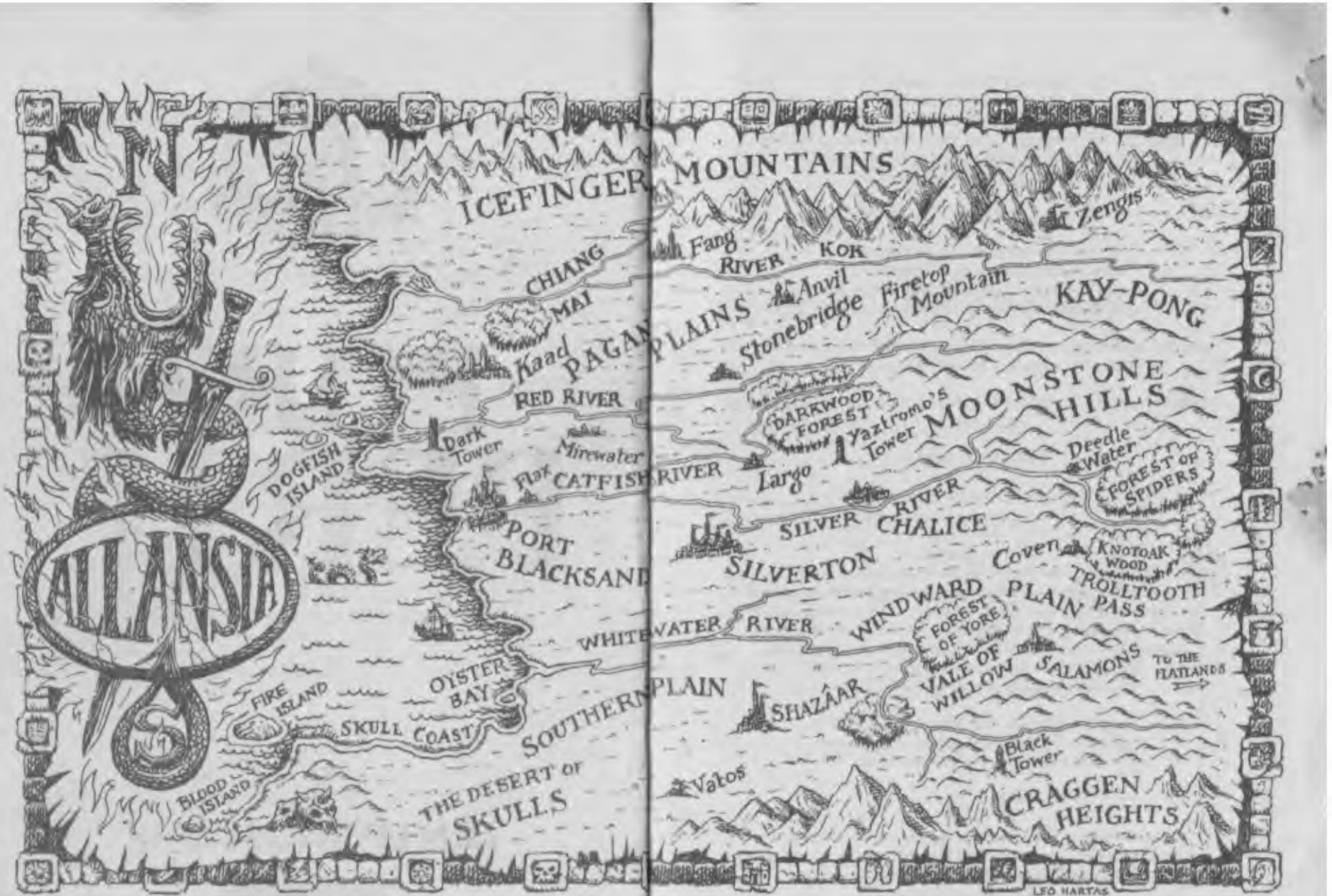
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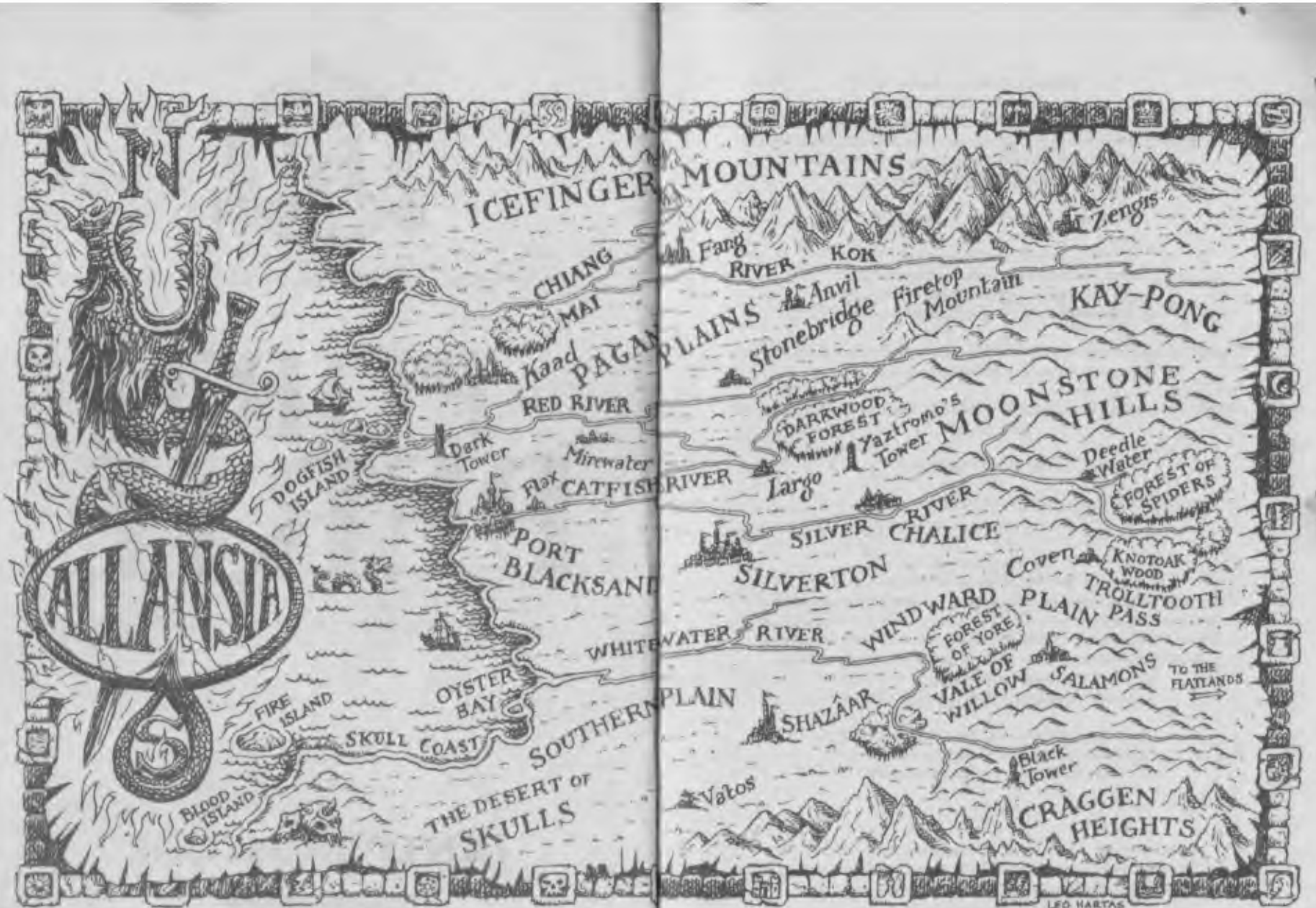



# THE PORT OF PERIL

IAN LIVINGSTONE

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RIVER
CHIANG MAI
Anvil
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KAY-PONG
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Kaad
PAGAN
RED RIVER
DARKWOOD FOREST
Yaztromo's Tower
MOONSTONE HILLS
Dark Tower
Mirewater
DOGFISH ISLAND
Flak
CATFISH
RIVER
Largo
Deedle Water
FOREST OF SPIDERS
SILVER RIVER
CHALICE
PORT BLACKSAND
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TROLLTOOTH PASS
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TO THE FLATLANDS
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Black Tower
Valos
BLOOD ISLAND
THE DESERT OF SKULLS
CRAGGEN HEIGHTS
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# CONTENTS

HOW WILL YOU START YOUR ADVENTURE?
8

BACKGROUND
11

THE PORT OF PERIL
21

RULES AND EQUIPMENT
277

ADVENTURE SHEET
284



## HOW WILL YOU START YOUR ADVENTURE?

The book you hold in your hands is a gateway to another world – a world of dark magic, terrifying monsters, brooding castles, treacherous dungeons and untold danger, where a noble few defend against the myriad schemes of the forces of evil. Welcome to the world of **FIGHTING FANTASY!**

You are about to embark upon a thrilling fantasy adventure in which **YOU** are the hero! **YOU** decide which route to take, which dangers to risk and which creatures to fight. But be warned – it will also be **YOU** who has to live or die by the consequences of your actions.

Take heed, for success is by no means certain, and you may well fail in your mission on your first



attempt. But have no fear, for with experience, skill and luck, each new attempt should bring you a step closer to your ultimate goal.

Prepare yourself, for when you turn the page you will enter an exciting, perilous **FIGHTING FANTASY** adventure where every choice is yours to make, an adventure in which **YOU ARE THE HERO!**

How would you like to begin your adventure?

**IF YOU ARE NEW TO FIGHTING FANTASY...**

It's a good idea to read through the rules which appear on pages 277-283 before you start.

**IF YOU HAVE PLAYED FIGHTING FANTASY BEFORE...**

You'll realize that to have any chance of success, you will need to discover your hero's attributes. You can create your own character by following the instructions on pages 277–283. Don't forget to enter your character's details on the Adventure Sheet which appears on page 284.

### ALTERNATIVE DICE

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, read only the first printed die; if two, total the two dice symbols.





# BACKGROUND

Chalice is an affluent town on the north bank of Silver River, a wide, twisting river which flows gently down from the Moonstone Hills to merge with Catfish River on its way to the Western Ocean. It began as nothing more than a merchant's store built at the end of a wooden jetty used by river traders to land their goods. At first, trade was very slow, and the merchant complained he'd been handed a poisoned chalice. Trade slowly improved, but the name stuck, and over time Chalice grew to become a busy river port.

Chalice's inhabitants are mostly human, and it is also home to a number of other races. There are Elves, who always seem to know more about what's going on than anybody else; Striders, who run around town on their spindly long legs doing errands; Man-Orcs, who are usually hired as guards; Gnomes, who spend most of their

time slurping down bowls of pea soup; two beefy Ogres, who hire themselves out to do most of the heavy lifting jobs; and an unusually friendly Cyclops, who arrived one day long ago with goods to trade and never left. He acquired the nickname of Cy, became a blacksmith, and quickly built a reputation as the best smithy in Chalice. He later turned his skills to crafting the finest swords in Northern Allansia, but never made more than one a month, as he refused to compromise on quality. Cy proudly sells his famous 'One Eye' swords for 50 Gold Pieces each. A 'quality price for a quality product,' as he says with gusto to his customers, and he is never short of those.

Commerce is the main reason for Chalice's prosperity. Merchants arrive from all over Allansia to sell their wares in the town, where prices are always at a premium. Vendors pack the market square six days a week selling weapons, armour, potions, lotions, herbs, spices, grain, livestock, semi-precious stones, jewellery, silk, furs, fine textiles and exotic foodstuffs. Money changes hands from dawn till dusk in brisk trading. Although Chalice has its fair share of impoverished folk, it affords nobles, merchants, landlords and innkeepers a fine living. And like any large town with wealthy inhabitants, Chalice also attracts pickpockets and thieves who see the opportunity to relieve some of the more naive townsfolk of their hard-earned silver and gold. Young con artists learn their



devious skills in Chalice, spinning yarns and practising their scams on the locals. If they don't get caught, the best of them journey downriver to try their luck on the citizens of Port Blacksand, where they must compete with hardened professional thieves and vagabonds.

YOU are a seasoned adventurer, an experienced sword-for-hire who enjoys slaying monsters and finding treasure above anything else. Despite some memorable adventures, you have learned the hard way that treasure hunting does not always guarantee the reward of glittering gold. More often than not, treasure hunters come back from their expeditions empty-handed. And when things don't go well, adventurers reluctantly have to resort to working for others, usually earning a low wage guarding rich nobles' estates or protecting merchants' caravans on their journeys to market. You recently arrived in Chalice tired and hungry after spending a month scouring the Pagan Plains trying, but failing, to find the buried treasure hoard of Throm, the notorious axe-wielding barbarian who, rumour has it, died in Baron Sukhumvit's infamous Deathtrap Dungeon in Fang trying to win the grand prize of 10,000 Gold Pieces.

Your days spent in Chalice have been anything but enjoyable. Unable to find work, you are forced to sleep rough in alleyways, scavenging for scraps of food left

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*Two men stagger outside arm in arm*

abandoned by traders in the market square at the end of the day. It is a warm evening on day four of your stay. The sun is slowly sinking in the western sky and the light is beginning to fade. You are standing outside the Fat Frog Inn drooling over the menu nailed to the oak door when two men stagger outside arm in arm. One is middle-aged, bearded, and wearing a brown leather tunic over dark green leggings, whilst the younger one is wearing a checked woollen shirt tucked into his baggy brown pants. Both men are giggling like children, very much the worse for the amount of ale they have drunk. They brush past you, oblivious to everything. The younger man is hiccuping and swaying erratically from side to side. He tries to grab hold of the back of a wooden bench to steady himself, but misses it, and falls over, cursing. This causes his friend to laugh even louder. The younger man sits up, squinting in the bright light, his mouth hanging open like a gormless fool.

'Eryk!' the younger man splutters, hiccuping.

'What?'

'Stop laughing at me.'

'Why?'

'Because I'm going to be rich!'

'Shut up,' the older man replies dismissively.

'I am! I'm going to be rich! I bought a treasure map!' he retorts, reaching into his pocket to produce an old piece of parchment as evidence. Too drunk to notice that he's holding it upside down, he stares at it with a befuddled expression on his face. Although you're well within earshot, you pretend not to be listening.

'How much did you pay for it?'

'Four Copper Pieces.'

'Four Copper Pieces? What a fool you are. There's not a hope that it's genuine. You've been done, Gregor,' the older man says, laughing even louder. 'Stitched up like a kipper. A fool chasing fool's gold, that's what you are. You just don't learn, do you? You can't believe anything anyone says in the Fat Frog Inn.'

'But... But that old man seemed so genuine. He had an honest face, unlike all those other sharks and villains in there giving it large. I wanted to believe him. I did believe him!'



'Are you going to go back in to get your money back?'

'Nah, the poor man needed the money. He sounded desperate. I felt sorry for him. That's why I bought the map really. No hard feelings. I enjoyed listening to his tale about the iron chest filled with golden amulets. He said it was hidden deep inside a cave in Moonstone Hills. And he kept going on about a gold ring in the chest. Said it was more valuable than all the amulets put together. What did he call it again? The Ring of... Oh, fiddle! I can't remember now. But it doesn't matter if it isn't true! Or you say it isn't true. Or whatever.'

'Forget about it, Gregor. He made it all up.'

'The Ring of Burning Snakes! That's what he called it. He said it used to belong to an old wizard called Nico or Nico something or other. He said the wizard would pay a pretty penny to get it back.'

'I said forget about it, Gregor. Come on, get up, let's try the Sun Inn next. I'm thirsty!' Eryk says sternly, pulling his friend up off the ground.

'All right, all right. I won't be needing this, then!' Gregor says, crumpling up the parchment into a ball and tossing it over his shoulder before staggering off.

The parchment ball lands just by your feet. Intrigued, you bend down to pick it up. You unfold it to reveal a very detailed hand-drawn map of the land surrounding Chalice.




The map shows a dotted line heading north from Chalice, then east, some way south of Darkwood Forest, crossing the Eastern Plain to Moonstone Hills, where a large *X* marks the entrance to a cave in Skull Crag, one of the highest peaks in the range. There is a message in tiny



handwriting written in black ink on the back of the map which says, *Do NOT enter by the cave entrance. Climb the crag to a ledge twenty metres above. Move the standing branches aside to reveal the secret entrance. Enter here and turn left, right, right at the junctions. An iron chest will be found in the Crystal Cave. Good luck! Murgat Shurr.*

Could a treasure chest really lie hidden in a cave inside Skull Crag? Why would an old man sell his secrets for a few Copper Pieces? And who is Murgat Shurr? Nothing makes sense. You are about to toss the map away when you hear the shrill squawk of a bird overhead. You look up to see a crow flying north. Could it be an omen? Could this be your lucky day after all? You decide you have nothing to lose and everything to gain. You fold up the parchment and put it safely away in your pocket. Tomorrow you will set off for Skull Crag. But right now you need to find some food and somewhere to sleep before nightfall.

**NOW TURN OVER . . .**

# YOUR ADVENTURE AWAITS!

MAY YOUR STAMINA NEVER FAIL!

1

You fail to find any food, and resign yourself to sleeping on some old flour sacks left outside a baker's shop at the end of an alley. You place your blanket on top of the sacks and lie down as darkness falls, ending the day exhausted and very hungry. You hear a dog sniffing nearby, but eventually fall asleep, dreaming of treasure chests overflowing with Gold Pieces and diamonds.

Reality returns early the following morning when you are rudely woken not long after sunrise by the sound of cockerels crowing loudly. The air is chill, but the skies are clear – at least another fine day is in store. You grab your trusty sword, roll up your blanket and check the few belongings you have in your backpack. They don't amount to much: a **ball of twine**, a **candle**, a **small brass bell**, an **oil lantern**, a **knife**, a **piece of chalk**, a **brass owl**, a **length of rope**, a **bag of copper nails**, an **animal-skin water flask** and a **goblet bearing a unicorn-head motif**. You make your way to the town square and fill your flask with water which flows from the spout of a fountain carved in the shape of a dragon's head. After quenching your thirst, you search through a pile of rubbish and find some squashed tomatoes and a chunk of bread left to rot in a wooden crate. The bread is stale but right now a tomato sandwich seems like the breakfast of champions. Add 1 *STAMINA* point. The



sandwich takes the edge off your hunger but you know you could eat more. There is nobody about except for a tall, middle-aged man with curly brown hair who is whistling happily to himself as he sweeps the square with a long broom. A leather shoulder bag is slung over his back. If you want to talk to him, turn to **19**. If you would rather leave the market square, turn to **58**.

**2**

You are soon back at the fork in the path. 'Going left will takes us south and out of the forest. We need to go straight on here to reach Yaztromo's Tower,' Hakasan says without stopping. Turn to **252**.

**3**

The arrows fly past you, lodging harmlessly into trees. You jump up and charge the Bandits before they have time to reload, swinging your sword in the air. Fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First BANDIT* | *6* | *7* |
| *Second BANDIT* | *7* | *7* |
| *Third BANDIT* | *7* | *6* |

If you win, turn to **22**.



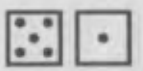
**4**

As if things couldn't get any worse, you are now without your trusty sword. The sword you get in exchange is old and fairly blunt. Lose 1 *LUCK* point and 2 *SKILL* points. You are angry with yourself for thinking you could beat the card sharp and decide to leave the market square. Turn to **58**.



**5**

You offer the Trolls 1 Gold Piece each to let you enter the palace gardens. Twoteeth laughs out loud. 'Two Gold Pieces?' he says, scoffing at your offer. 'Do you think that we would risk Lord Azzur's wrath for 2 Gold Pieces? We want 10 Gold Pieces each, nothing less.' If you have 20 Gold Pieces and want to pay the Trolls, turn to **145**. If you can't pay or won't pay, your only choice is to let them take your weapons and look inside your backpack. Turn to **192**.



## 6

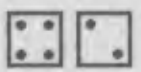
You reach into your pocket and unfold the yellow handkerchief. Nicodemus's jaw drops in disbelief as he picks up the large gold ring on display in the palm of your hand. 'The Ring of Burning Snakes!' he says ecstatically. 'Where did you find it?' You tell him that it's a long story, but he insists on hearing every bit of it, from the moment you picked up Murgat Shurr's map in Chalice to rescuing him from the cells. You finish the tale just as you reach the jetty in Flax. You wave to Dod, who is standing nearby, tying up piles of reeds into bundles, ready to carry them home. He walks over to help you tie up the boat, saying, 'Welcome back. I hope you found what you looking for in that cesspit of a town. Thank you for bringing my boat back. It looks quite a bit bigger than I remember! It's changed colour too.' You apologize and explain what happened, and introduce him to Nicodemus and Luannah. Dod is very happy with his new boat and invites you into his house, where Cris is frying fish. She invites you to stay for supper, and suggests you stay the night too since it's getting late. You accept her offer and wake early in the morning to find Cris and Luannah deep in conversation. Luannah announces that she has decided to stay in Flax to start a new life, and you wish her all the best. Dod brings Stormheart round to the front of the house, and you help Nicodemus mount the horse before climbing



on yourself. A light flick of the reins, and Stormheart gallops off at high speed. You look round briefly to see the three of them waving, but you kick on knowing there is no time to lose. Galloping towards Largo, you see a man in a scruffy brown jacket and ragged britches trudging slowly along with the aid of a long walking stick, weighed down by an enormous bulging sack. On hearing the sound of the galloping hooves behind him, he turns around and waves at you with his woollen hat, signalling for you to stop. If you want to stop to talk to him, turn to **93**. If you would rather not waste any time, and ride on to Darkwood Forest, turn to **286**.

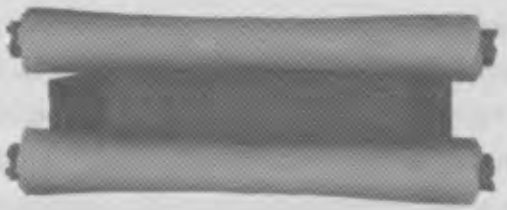
## 7

Onx looks you in the eye, and says, 'Before you go, tell me, why did you run after me and then decide not to buy my Healing Potion after all?' You reply, saying that 4 Gold Pieces is too much to pay, especially since he cursed you. 'So I'll meet you halfway, then. How about 3 Gold Pieces for the potion?' If you want to buy the Healing Potion for 3 Gold Pieces, turn to **277**. If you think it is still too much to pay for a potion and would rather set off for Darkwood Forest, turn to **47**.



8

Armoury Lane is only a hundred metres long, but every building in it has been turned into an armourer's shop. All the shop windows are protected by thick iron grills to stop anybody breaking in and helping themselves to all the weapons and armour on display. There are swords, cleavers, spears, picks, pikes, axes and poleaxes, clubs, maces, war hammers, helmets, body armour and shields of every shape and size on display. All the shops are closed bar one which has a door almost twice the height of the other doors in the street. There is an open sign on the iron-battened oak door. A small sign in the window reads *We have your size at Cy's*. You peer through the window but do not see anybody inside. If you want to go in the shop, turn to **384**. If you would rather walk to the end of Armoury Lane, turn to **33**.

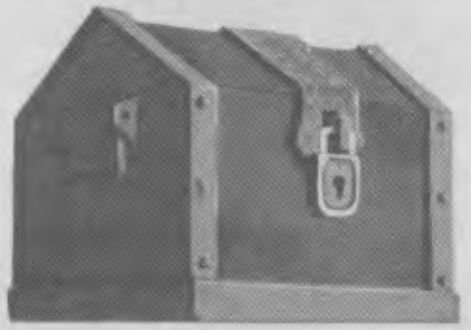


9

Onx looks at you with an annoyed expression on his face, saying, 'Suit yourself,' before walking off, shaking his head. You leave Largo and set off east towards



Darkwood Forest, wondering whether or not you will get back to Hakasan before nightfall. As you walk along through the tall grasses, you do not realize that you have walked into a patch of Weedleweed, a tall grass that is home to TICK-TICKS, tiny parasitic mites which not only suck their host's blood, but infect them with a virus which makes them very sleepy. You start to yawn uncontrollably, and have no choice but to lie down and go to sleep. *Test Your Luck*. If you are lucky, turn to **160**. If you are Unlucky, turn to **96**.



10

If you have more than one bottle in your possession, you will have to choose which one to use. If you want to use the potion from the green bottle, turn to **172**. If you want to use the potion from the brown bottle, turn to **158**.





*Its mouth opens to reveal two rows of flesh-ripping teeth*



**11**

The unholy beast strides forward with heavy steps which makes the ground tremble. It is grey-green in colour with ugly red veins protruding from its skin. It has giant-sized clawed hands with suckered palms, but the most terrifying thing is its enormous mouth, which is almost as wide as its torso. Its mouth opens to reveal two rows of flesh-ripping teeth, and six long, suckered tentacles which shoot out from its throat, flailing around in the air. The vile beast is QUAG-SHUGGUTH, a Lesser Demon summoned from the Plain of Pain by Zanbar Bone. It has tiny eyes and is virtually blind, but it senses your presence and knows exactly where you are. You have no choice but to fight it! If you own a Venom Sword, turn to **337**. If you do not own this sword, turn to **202**.

**12**

There are five houses in a row, all of them grand and in very good order, no doubt owned by some of the rich merchants of Chalice. You hear the noise of a window sliding open above you, and look up to see a woman with long curly red hair lean out and yell at you not to look in her windows. 'Go away!' she screams in a rage, and throws a chamber pot down at you. *Test Your Luck*. If you are Lucky, turn to **271**. If you are Unlucky, turn to **153**.

## 13

The youngest beggar snatches the map from you and examines it carefully. 'I'll tell you what I know about this map for another Copper Piece!' he says, looking closely at the tiny writing. You agree to pay him, although you're a little annoyed at his cheek. He pockets the coin and declares, 'The writing is in black ink and the treasure is located with a large *X*. It must be genuine!' You thank the man for his opinion, but have a feeling he was just making it up. You decide against starting an argument and bid the beggars farewell. Turn to **311**.

## 14

You follow Yaztromo down two flights of stairs to his cluttered kitchen area, where pots and pans are bubbling away on top of a large iron stove. 'I hope you like mushroom soup and vegetable stew,' he says brightly, lifting the lids off the saucepans to sniff the rich aromas wafting up. 'Delicious. Simply delicious,' he continues. 'I might have some cheese and biscuits to follow if you are still hungry. Please, sit down, and I will serve the soup.' You sit down at his oval dining table with Hakasan to enjoy Yaztromo's food, and both agree it is the most delicious meal either of you have had in as long as you can remember. Add 2 *STAMINA* points. You talk about Zanbar Bone long into the night with Yaztromo, who later has a nightcap of his favourite sherry to accompany the last of his cream cakes, which he enthuses about down to the last crumb. He shows you to your bedrooms and, being slightly tipsy, wishes you goodnight, laughing out loud in an uncharacteristically jovial fashion. You have vivid dreams of skeletons and demons, and wake up in a cold sweat in the middle of the night. You look out of your bedroom window at the starlit night sky and the endless treetops of Darkwood Forest. All is quiet and peaceful. You eventually fall asleep again and wake up late. You are the last one down for breakfast, and find Hakasan and Yaztromo deep in conversation at the table. 'Morning!' Yaztromo says, smiling. 'I trust you slept well? After breakfast I think it best that you go to Port Blacksand by yourself. Firstly, Hakasan needs more rest. Her ankle is swollen again. Secondly, I only have one horse! The sooner you get to Port Blacksand and find Nicodemus, the sooner you will be back. But before you go, I think a little magic is in order to help you out! I can offer you improved fighting ability, increased strength or good fortune. Eat your breakfast whilst you decide what you need.' Will you:

| | |
|---|---|
| Improve your *SKILL*? | Turn to **215** |
| Improve your *STAMINA*? | Turn to **78** |
| Improve your *LUCK*? | Turn to **288** |



**15**

You look around the small room, hoping to find something you could use to help you escape, but there is nothing. You resign yourself to being locked away for six months. The first days drag by slowly, your only contact with the outside world coming when the jailer arrives once a day with his basket of maggot-infested bread and a jug of water. As the weeks pass, you lose weight and become too tired to even fend off the rats which creep through the window at night to eat the crumbs on the floor. You suffer several bites from the rats and catch a deadly plague. Your adventure is over.

**16**

The dice players see you looking at them, and beckon you over to sit down at their table. You ask them what game they are playing. 'We're enjoying a little game of Dungles and Draggles,' the bearded player replies jovially. 'It was invented by a Bard called Yog. It's very simple. I roll two dice and add the numbers together. That's my Dungle score. Then you roll two dice for your Draggle score. But before you roll, you have to say if your Draggle score will be higher or lower than my Dungle score. If you guess right, you win. If you guess wrong, you lose. You also lose if you roll the same number. I'm willing to wager my pirate's flintlock pistol for a ruby. Do you want to play?' If you possess a ruby and want to play, turn to **269**. If you would rather go back to the bar, turn to **89**.



**17**

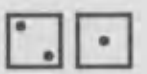
The Norgul is a powerful creature which fights with brute strength and savage aggression. Dropping the jar of eyeballs on to the ground sends it into a rage, and it launches a frenzied attack on you with flailing fists. It is now eager to feast on your eyes. Its thick hide is not easy to pierce, even with your sharp-edged sword.

*NORGUL* *SKILL 10* *STAMINA 9*

If you win, turn to **231**.

**18**

Onx thanks you for helping him out. When you are back in Largo, he gives you a bottle of healing potion in exchange for 2 Gold Pieces. As a thank-you, he also gives you some fresh fish to eat and a cup of goat's milk to drink. Add 2 *STAMINA* points. Since there are no more boats for hire to take you to Port Blacksand until tomorrow, you decide to go back to Darkwood Forest without further delay. You are about to leave when Onx asks if you would like to buy a pair of bone dice that are handmade by the elders of the village. He tells you that they will bring you luck in any game of dice, and are a bargain at 2 Gold Pieces for the two. If you want to buy the dice, turn to **73**. If you would rather politely refuse, turn to **110**.



**19**

You call out to the street sweeper, but he ignores you, and carries on whistling to himself while he works. If you want to ask him if he has any food to trade for an item in your backpack, turn to **126**. If you would rather leave the market square, turn to **58**.

**20**

Mungo slides off his stool, throws 3 Copper Pieces on to the bar to pay for his ale and walks out of the tavern. You follow him outside, and walk along Harbour Wharf past a pirate ship called the *Flying Toucan* to where the *Blue Marlin* is moored. A rough-looking man in black trousers and a hooped top is sitting on the boat whittling a stick. 'I'm pleased to see that you are still here,' Mungo says to him, jumping aboard. He gives the man 5 Copper Pieces and ushers him off the boat before welcoming you on board. He checks the sails and supplies, and tells you to untie the boat from the quay. You cast off, and are quickly under way. There is a good breeze, and the wooden sailing boat cuts through the water with ease, its rigging creaking under the strain. Standing on the bow of the *Blue Marlin*, you look back towards Port Blacksand, which is soon no more than a speck on the coastline. Your mind begins to drift, and you think about Yaztromo and Hakasan, hoping they are safe and wondering when you will see them again. An hour later the sea starts to get choppy as dark clouds gather overhead. A few drops of rain begin to fall, and the waves build as the wind increases. It is not long before the *Blue Marlin* is being battered by a howling gale with waves crashing over the deck. Rain lashes down, and you have to hang on to the rigging for your life as the boat is tossed about on the churning sea. 'We're going to turn around and sail back to Port Blacksand,' Mungo screams in your ear, although you can barely hear him. *Test Your Luck*. If you are Lucky, turn to **327**. If you are Unlucky, turn to **386**.

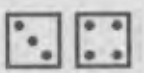


**21**

You rummage around inside your backpack to find the pouch, and hurriedly pour the salt out into the palm of your hand. You hurl it at the Giant Lavaworm bearing down on you and watch it thrash about trying to shake off the granules. But the salt sticks to its slimy skin, and the worm's gelatinous flesh begins to melt like butter in a heated pan. Soon there is nothing left on the floor apart from its innards and entrails lying in a pool of green slime. Turn to **382**.

**22**

You look round and are relieved to see that Hakasan has defeated the other three Bandits. Turn to **372**.



23

The bakers look at each other and shrug before lifting you up. Standing on the shoulders of the taller man, you are just able to grab hold of the top of the wall and pull yourself up. Sitting on top of the wall, you look back down and thank the bakers for helping you. They stare at you with bemused expressions on their faces and walk off, shaking their heads. Looking at Hog House fills you with a sense of foreboding. Its dark stone walls and narrow windows are anything but welcoming. The bakers obviously had good reason to question your motive for climbing over the wall. Suddenly two large, slavering ATTACK DOGS come bounding up to the foot of the wall, barking loudly. If you want to jump down to fight them, turn to **373**. If you would rather jump back down on to the street, turn to **234**.

24

You are not far from the wicker basket when you hear a familiar loud squawk overhead. You look up to see the Warhawk swooping down to attack. You must fight the giant predatory bird, which has returned to pick up the basket. With Hakasan fighting by your side, you are able to attack twice during each Attack Round.

*WARHAWK* *SKILL 8* *STAMINA 8*

If you win, turn to **367**.



25

Singing Bridge leads into Bridge Street. You run past its ramshackle houses as fast as you can, and on into the market square. The market is a place of hustle and bustle, with vendors shouting out their special offers in the hope of attracting the last customers of the day. You dash through the crowd, looking from person to person, but see no sign of the guards or Nicodemus. A young urchin runs up to you and says, 'Hey! Who are you looking for?' You ask if he saw an old man being marched through the market square by two guards a few minutes ago. The boy smiles and nods his head, saying, 'I'll tell you which way they went if you pay me 1 Gold Piece!' There are five streets leading out of the square, any one of which the guards could have gone down. If you want to pay 1 Gold Piece for the urchin's information, turn to **211**. If you want to decide for yourself which street to go down, turn to **178**.

26

The old man drops 4 Copper Pieces into your hand as a token of his gratitude. You thank him and walk off. If you want to look around the market, turn to **247**. If you would rather leave the market square, turn to **58**.



27

You rub your chin whilst thinking about what items you might need. Bignose looks at your hand and says, 'The gold ring on your middle finger – can I ask you where you got it from? It looks like the Rune Ring that belonged to my old friend Morri Silverheart, who lost it whilst hunting in Darkwood Forest. Sadly he was later killed by Hill Trolls on the Pagan Plains. Is there anything I could offer you in exchange for it? It would give me great pleasure to return it to his widow.' Hakasan points at a silver pendant in the shape of a dragonfly hanging on a silver chain around Bignose's neck. 'What's that?' she asks. 'It's just a pendant. It's nothing special as far as I know,' Bignose replies. If you want to offer the Rune Ring in exchange for the pendant, turn to **256**. If you want to tell Bignose that you don't want to trade the Rune Ring, turn to **173**.



28

Passing the lifeless Gronks and the Skeleton, you arrive at another junction. If you want to go right, turn to **347**. If you want to go straight on, turn to **316**.



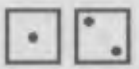
29

Gurnard Jaggle shakes his head and says, 'Do you think you can just enter my house uninvited and leave again as though nothing has happened? Have you forgotten that you are trespassers? Either pay me 1 Gold Piece to leave or suffer the consequences.' If you want to pay 1 Gold Piece to leave Gurnard Jaggle's tree house, turn to **335**. If you would rather attack him, turn to **306**.



30

You see two guards walking along the perimeter wall, and wait until they have gone before making your way to the main entrance gates at the end of the gravel path. There are two guards on duty and you have no choice but to walk past them. Trying to act normal, you get within five metres of them before they challenge you. You decide to run for it, and charge past them as fast as you can. One of the guards gives chase but you are able to lose him running through the back streets. When you think the coast is clear, you make your way to the main town gates and saunter through, whistling happily to yourself. Turn to **64**.



31

The Troll grunts and says, 'Nobody told me you were coming. But I'm always the last one to find out about things down here. You better follow me.' You walk down the steps to a cold and gloomy corridor which is lit by oil lamps suspended from the ceiling. The Troll lumbers along ahead of you, its huge head almost touching the ceiling, forcing it to duck under the oil lamps. It turns left at a junction in the corridor, soon passing a wooden door on the right which it points at, saying, 'The torture chamber is in there. Wait here and I'll get the old wizard for you from his cell. He's still semi-unconscious from the sleeping potion that was put in his drinking water, so don't expect him to say too much!' The Troll starts laughing, and you seize the opportunity to attack it whilst he is off guard, automatically winning the first Attack Round.

*IMPERIAL GUARD TROLL* *SKILL 11* *STAMINA 11*

If you win, turn to **322**.





32

Dropping the coin in the box triggers cogs and winches to pull ropes through creaking pulleys to tighten a section of the flooring in the middle of the bridge. Wary of hidden traps, you dismount and lead Stormheart slowly on foot across the narrow bridge to the north side of the river, happily without incident. After feeding and watering your steed, you set off west again at a gallop, with the high city wall surrounding Port Blacksand just visible in the distance. The closer you get, the more you see of the dark rooftops and stark buildings jutting above the wall. You arrive an hour later at a small village of no more than a dozen thatch-roofed cottages just east of Port Blacksand. You are greeted by a smiling lady standing on her porch in front of a stack of wicker baskets. She is wearing a brightly coloured headscarf and a white apron over her long dress. 'Welcome to Flax,' she says in a jolly voice. 'My name's Cris. How can I help you?' You reply by saying you are on your way to Port Blacksand, whereupon her eyebrows rise in mild surprise. 'The thieves there will be pleased to see you. They love taking money from people of your ilk, all la-di-da on your big horse! If I were you, I'd hire a boat from my husband and row downriver and slip into Port Blacksand unnoticed. We can look after your horse while you're gone.' If you want to hire a boat to row to Port Blacksand, turn to **41**. If you want to turn down her offer and ride to the main city gates on Stormheart, turn to **264**.



33

There is a timber yard at the end of Armoury Lane where you see a stocky OGRE in a grubby shirt and brown cropped pants loading oak beams on to shelves, while a man in a black jacket counts the number of beams on each shelf. The yard is formed by tall buildings backing on to each other on three sides, and the only way in and out is via Armoury Lane. The man turns to you and says, 'What can I do for you?' If you want to talk to him, turn to **334**. If you would rather go back to the market square to walk down Beggar's Alley, turn to **283**.

34

You raise your arm and are about to bring your sword crashing down on the fungus-like creature when you hear Hakasan scream, 'Don't do it!' She runs through the clearing holding her hand over her mouth. If you want to ignore her advice and slice open the Sporeball, turn to **397**. If you want to follow her and run through the clearing holding your breath, turn to **232**.

35

The paste tastes so disgusting that you spit it out through the trapdoor on to the ground below. It is not long before your mouth goes completely numb, making it almost impossible to swallow, and you feel a burning sensation in your stomach. Lose 2 *STAMINA* points. You drink lots



of water and the burning eventually subsides. If you want to rub a small amount of paste on to a wound, turn to **103**. If you would rather take the jar and bandage back to Hakasan, turn to **325**.

36

With Stormheart back under control, you spur him on towards the wall of Skeletons. You ride into them, sending many of them flying in a flurry of broken bones. Alas, there are just too many of them, and you are unable break through to the front. The Skeletons close in on you, dragging you from your saddle, and not even the magic powers of Nicodemus can hold back the tide of undead. You feel the cold steel of the swords and spears pierce your flesh, and you soon fall unconscious. Your adventure is over.

37

You climb up the steps slowly, sword in hand, and enter the giant mouth, which is damp and has a musty smell. When your eyes adjust to the semi-darkness, you notice a skeleton on the floor. It is holding a sword and is clothed in leather armour. Long black worms are writhing in and out of its eye sockets and mouth. A small wooden box lies in pieces on the floor nearby the skeleton. You pick up the box lid and see it has a beetle motif in its centre. You also find a broken glass vial and a small lead ball, which you put in your pocket.



'Another one of Gurnard's specials!' Hakasan says with a sigh. There is a bronze-studded winged helmet lying on the floor which looks to be your size. If you want to try on the helmet, turn to **392**. If you would rather leave the idol to continue your quest to find Yaztromo, turn to **284**.

### 38

You pick up a long knife that was lying on the ground and tuck it into your belt. With your sword in hand, you enter the cabin ready for any unexpected surprises. The cabin is very basic. There are three rickety wooden beds lined up against one wall, and a table with three chairs set against the opposite wall. At the far end of the cabin there is an iron cauldron bubbling away on top of a log fire burning in the hearth. The blue liquid is obviously the dye the old man was talking about. There are some cooking utensils and small jars of dried herbs, spices and liquids on a shelf, but little else of interest. If you want to look at the labels on the jars, turn to **330**. If you would rather leave the cabin and carry on to Moonstone Hills, turn to **134**.

### 39

Finbar asks to look at your pistol. You hand it to him, telling him how you came to be its owner. He looks down the barrel and inspects the flintlock mechanism, saying, 'It's old and needs a good clean, but I've seen worse. The flint needs replacing or it won't fire. I usually charge 2 Gold



Pieces to service a pistol. But I'll give you a good deal. Buy a pouch of black powder for 2 Gold Pieces and I'll service your pistol for 1 Gold Piece.' If you want to pay 3 Gold Pieces, turn to **282**. If you would rather leave the shop and walk to Singing Bridge, turn to **118**.

### 40

The man smiles, turning over the card to reveal a jack of clubs. 'Hard luck, stranger,' he says hollowly. 'I'm afraid you failed to find the lady. Your sword, please.' If you want to hand over your sword, turn to **4**. If you want to ask him to turn over the queen of spades card before handing over your sword, turn to **155**.

### 41

You jump down from Stormheart and ask Cris to take you to meet her husband. You find him gathering reeds on the riverbank. He smiles and introduces himself as Dod. You tell him you want to hire a boat, and he looks at you, rubbing his chin, relishing the opportunity to earn some money. 'You'll need a cover story as well as a boat, and I'd suggest you buy a merchant's pass and six of my wife's baskets. You can hire my rowing boat for 5 Gold Pieces, and I'll include the pass and the baskets for 10 Gold Pieces if you're interested?' If you want to hire Dod's rowing boat for 5 Gold Pieces, turn to **54**. If you want to hire his rowing boat, merchant's pass and six wicker baskets for 10 Gold



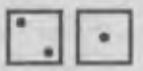
Pieces, turn to **180**. If you want to turn down his offer and ride to the main city gates on Stormheart, turn to **264**.

**42**

The Norgul comes to a halt, caught in two minds as to whether to attack you or not. You seize the opportunity to bargain with it. If you want to tell the creature that you will give it the jar of eyeballs if it lets you pass through its lair, turn to **253**. If you want to tell the Norgul that you will give it the jar of eyeballs if it gives you something in exchange and also lets you pass through its lair, turn to **90**.

**43**

Gurnard gives you some bread, dried meats and hard-boiled eggs for your journey. Add 2 *STAMINA* points. You tell him he should go and retrieve all the deadly wooden boxes he hid in the caves. He nods solemnly, promising to set off right away, adding, 'I'll start with Firetop Mountain. I put three or four in there.' Once outside, you shake hands with the old man and wish him well, telling him that once he has collected the boxes, he should go back to Chalice to see his brother, Jethro. He thanks you for helping him come to his senses, saying, 'I can't thank you enough, my friend. Here, please take my brass compass. It might come in useful should you get lost in the forest. And whilst I cannot give you the Ring of Burning Snakes, please accept this Rune Ring.' He gives you a gold ring encircled with black enamel runes which you put on your middle finger. He sets off north, soon disappearing from view into the trees. Hakasan surveys the undergrowth, looking for telltale signs of the Chaos Warrior. 'He went south,' she says confidently, pointing at a large footprint in the ground. 'Maybe he's on his way to Chalice to take a riverboat to Port Blacksand to assassinate Nicodemus? That would make Zanbar Bone invincible. There is no time to lose. Chaos Warriors wear heavy armour, so he won't be moving too quickly. We have to catch him before he gets to Chalice. Come on, let's go.' Hakasan sets off running through the trees, following the trail of the Chaos Warrior, occasionally stopping to hack through the dense foliage with her sword. She is in such a hurry to catch up with Klash that she does not see a bear trap in front of her, a deep pit that is covered with sticks and leaves to hide it from view. She falls headlong into the trap, landing heavily at the bottom. You throw your rope down to pull her up, but you can see from the expression on her face that she is quite badly hurt. 'It's my ankle,' she says, grimacing. 'I think it might be broken. You'll have to go on without me. Come back and get me after you have dealt with Klash. I'll be fine.' If you want to keep going after Klash, turn to **156**. If you want to go back to Gurnard Jaggle's tree house to find something to fix up Hakasan's ankle, turn to **258**.





*The bald man looks you up and down*



## 44

The bald man looks you up and down and says, 'You have some nerve walking into the grounds of Hog House without an invite. Lady Francesca de la Vette does not take kindly to intruders. For your information, we are not hiring guards at the moment. If you would care to wait, there might be a vacancy in six months.' Without warning, he shouts, 'Guards!' Suddenly you hear shouting voices and the crunching sound of heavy boots on gravel coming your way. You are soon surrounded by six heavily armed guards, their long spears pointed at you. You are forced to surrender your sword and all your coins to them, and are taken away to be locked inside a dingy, cold cell with bare stone walls in the basement of Hog House. The only light comes through a small barred window high up and out of reach on the north-facing wall. You are told by the Man-Orc jailer that you must survive on a diet of bread and water for the next six months. You slump down on your straw mattress, wondering what to do. If you have an iron key, turn to **294**. If you do not have a key, turn to **15**.



**45**

As you unsheathe your dagger, a Skeleton breaks through and stabs you in the arm. Lose 1 *SKILL* point and 2 *STAMINA* points. Hakasan cuts the arm off the Skeleton, giving you just enough time to act. Holding the dagger in front of you by the tip of its blade, you take careful aim at Zanbar Bone, with Hakasan screaming at you to hurry. You throw your dagger at the Demon, and watch it fly towards its skull. Roll 1 die and add 1 to the number rolled if your current *SKILL* is 10 or higher. If the total is 1–5, turn to **222**. If the number is 6 or 7, turn to **267**.

**46**

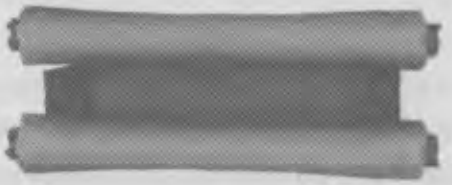
You walk no more than fifty metres along the narrow tunnel when suddenly you hear a dull rumbling sound coming from behind you. Turn to **157**.

**47**

Onx walks away, shaking his head in disbelief and muttering to himself. He turns to face you one last time, shakes his fist and shouts, 'You'll be sorry!' You set off east towards Darkwood Forest, wondering whether or not you will get back to Hakasan before nightfall. As you walk along through the tall grasses, you do not realize that you have walked into a patch of Weedleweed, a tall grass that is home to TICK-TICKS, tiny parasitic mites which not only suck their host's blood but infect them with a virus which



makes them very sleepy. You start to yawn uncontrollably, and have no choice but to lie down and go to sleep. *Test Your Luck*. If you are Lucky, turn to **160**. If you are Unlucky, turn to **96**.



**48**

You react quickly, grabbing hold of the rat before it can bite you, and smash its head against the barrel, killing it instantly. The other rat scurries off into the shadows. You peer into the barrel but there is nothing inside except for rain-soaked old rags and the rotting carcass of a dead dog. The smell is unbearable. If you want to knock on the front door of the house, turn to **349**. If you would rather walk on to the T-junction, turn to **206**.

**49**

Somehow you avoid getting any of the deadly acidic sap on you. You watch it pumping out of the vine, causing a foul-smelling cloud of vapour to rise from the ground, hissing like gas. It makes you cough, and you decide to follow Nicodemus into the tower, where Hakasan slams the door shut behind you. Turn to **279**.



**50**

You look round to see that Hakasan has defeated a second bandit. If there are any bandits left alive, they take flight and disappear into the forest. Turn to **372**.

**51**

You find 5 Gold Pieces and a locket of grey hair in the clay pot, no doubt from the head of the blind hag. You must decide if you want to take the locket of hair as well as the Gold Pieces before leaving the cave to make your way to Skull Crag. Turn to **236**.

**52**

Unluckily for you, one of the pirates sees you surface and yells at his fellow crew to row over to you. The pirate boat is alongside you in seconds, and the oarsmen start plunging their oars into the water to strike you. You are caught on the side of the head by one of the oars, which knocks you out. The pirates grab hold of you and haul you into their boat. You wake up to find that they have taken all of your possessions, including your sword. They chain your ankle to the bench seat in the boat and give you an oar. 'Welcome aboard,' says the sneering captain in his black waistcoat with shiny brass buttons. 'You are now officially under the command of Captain Crow. Row hard for the next six months and you might get some of your possessions back.' You try to convince



the captain about the imminent return of Zanbar Bone, but he tells you to stop making up fanciful stories and concentrate on rowing. Wondering about the fate of poor Hakasan, you begin your new life as a river pirate. Your adventure is over.

**53**

The bald man sneers and says, 'So, you are here to collect a letter, are you? That's very interesting. You don't look like a Strider to me. And Lady Francesca de la Vette instructed me only to use Striders for deliveries to and from Hog House. Be off with you or I'll call the guards.' If you want to change your story and say that you are an adventurer down on your luck who is looking for work as a guard, turn to **44**. If you would rather leave Hog House while you have the chance to do so, turn to **30**.

**54**

You hand 5 Gold Pieces to Cris and step into the small rowing boat. Dod pushes the boat out into the river, saying, 'Moor up at Lobster Wharf. It's very crowded there and nobody will be bothered about you. But don't come back here without my boat. Remember I've got your horse! No boat, no horse. Do we have an understanding?' You nod your head in agreement, smiling, and wave goodbye, reminding Cris to feed and water Stormheart whilst you're away. Turn to **395**.





*A gigantic predatory bird flying west*



**55**

The arrows hit the boulder you are hiding behind, bouncing off harmlessly to land on the ground. The Wild Hill Men fire their remaining arrows at you, but they all miss. They shout down, shaking their fists angrily at you. One of them begins throwing rocks and anything to hand out of frustration, including his shoulder bag and bow, before walking off, cursing loudly. When you feel the coast is clear, you come out from behind cover and open the leather shoulder bag to find 1 Gold Piece, a small box of fish hooks, and a small bag of salt. You take the items you want, and also the bow and six arrows fired at you, which are lying nearby. You fill your flask from the stream and take a long drink of cool water. Add 1 *STAMINA* point. Turn to **345**.

**56**

You reach an area of tall grass which is waist-height in parts, and draw your sword in case some unseen enemy might pounce on you. Something momentarily blocks out the sun overhead, and you look up to see a gigantic predatory bird flying west. With its huge wingspan, curved black beak and fire-red feathers, there's no mistaking the WARHAWK. A large wicker basket is gripped in its talons, and appears to contain a huge block of stone. Suddenly the Warhawk lets go of the basket with one foot, and it swings down, forcing the giant bird to bank sharply to the right, losing height. It is unable to recover and lets go of



the basket completely. It soars back up into the sky and flies off, squawking loudly. The basket plummets to the ground, and you hear loud screams coming from inside the basket, which lands in the tall grass with a dull thud, disappearing from view. The screams are replaced by groans coming from where the basket landed. If you want to investigate, turn to **72**. If you would rather keep walking towards Darkwood Forest, turn to **114**.

**57**

The necklace is cursed and will bring you bad luck and make you weak. Reduce your *LUCK* and *SKILL* scores by 2 points. Not yet aware of the effects of the cursed necklace, you walk over to the iron chest. Turn to **212**.



**58**

There are three streets by which you could leave the market square. Will you:

| | |
|---|---|
| Head west down Silver Street? | Turn to **104** |
| Head north down Armoury Lane? | Turn to **8** |
| Head east down Beggar's Alley? | Turn to **283** |





**59**

You amble across Palace Square and pick up a loose cobblestone without anybody noticing. You creep up behind the guard, hitting him on the back of his head with the large stone. He falls backwards and you catch him in your arms, dragging him down Palace Street into Snake Alley. You put on the guard's black chain-mail vest, studded shoulder pads, black cloak and iron helmet, which virtually covers your face. As you pick up his sword and shield, you realize you are being watched by a gang of thieves who followed you into the alleyway. 'You better leave something for us or else!' their burly, scar-faced leader says threateningly. You tell him they can keep anything they want, pushing past him to walk into the street to go back to Palace Square to wait for the changing of the guard. You don't have to wait long before ten guards march out of the palace grounds to relieve the ones on duty outside. You join the guards returning to the palace, marching along at the back of the line into the palace grounds, passing Stinkfoot and Twoteeth at the gates. Turn to **86**.



**60**

The three arrows aimed at you clatter into your shield, and ricochet off it to land harmlessly on the ground. You reach the bandits before they have time to reload, swinging your sword through the air. Fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First BANDIT* | *6* | *7* |
| *Second BANDIT* | *7* | *7* |
| *Third BANDIT* | *7* | *6* |

If you win, turn to **22**.

**61**

You are breathing heavily after the fight with the Hippohog, and go back to sleep immediately. You do not receive any other unwelcome visitors and wake up not long after dawn. You gather up your belongings and begin your climb of Moonstone Hills, determined to reach Skull Crag by noon. Turn to **368**.

**62**

There is so much red dust in the air that you cannot help but breathe some of it in. The spores floating inside the dust cloud are toxic and you begin to cough violently. You drop to your knees, clutching your throat, with your lungs feeling like they are on fire. There is nothing you



can do to stop yourself from suffocating. The Sporeball has found a new host for its spores to grow into fungal parasites. Your adventure is over.

**63**

You hurry down Harbour Street past a row of fishermen's cottages on the right-hand side. The left-hand side of the street is lined with small supply shops catering mainly to seafarers. There is a sign above one of the small shop windows which says Finbar's Fireworks. The wooden entrance door is slightly ajar. If you want to go in the shop, turn to **300**. If you want to keep walking towards Singing Bridge, turn to **118**.

**64**

You walk out of the main gates of Chalice heading north, looking back briefly at the town's rooftops and towers sticking out above the outer wall. You follow a well-worn path past a church ruin and ancient graveyard, and on, past scattered dwellings until you reach a farm where the path ends at the edge of a vast field of golden corn, the tall stems swaying slowly from side to side in the gentle breeze. It's going to be a bumper crop, and good news for the farmers whose oxen will soon be hauling wooden carts through the field for their farmhands to load with cobs of corn. Looking north as far as you can see, way beyond the cornfield, you can just make out



the top of a high wall of trees that marks the edge of Darkwood Forest, the vast forest that is home to the grand, and sometimes grumpy, old wizard Yaztromo, who lives alone in his fabled tower. Many a tale and myth have come from Darkwood Forest, but you remind yourself that Skull Crag is your destination today. You look at your map and head east in the warm sunlight, eager to reach Moonstone Hills before nightfall. As you walk along the edge of the cornfield lost in thought, you suddenly hear the sound of galloping hooves and the shrill call of a hunting horn. If you want to face the rider coming towards you, turn to **263**. If you would rather hide in the cornfield, turn to **148**.



**65**

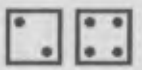
You wait until the bandits are in full view before firing arrows rapidly at them. Roll one die. The number rolled is the number of bandits who receive fatal wounds from your arrows. If you killed all six bandits, turn to **372**. If you killed five bandits, turn to **350**. If you killed less than five bandits, **302**.

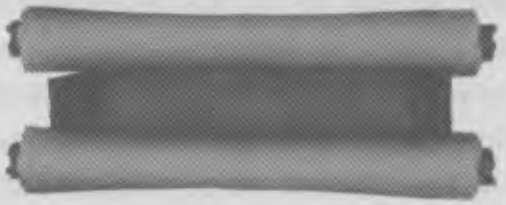


**66**

Stormheart gallops on, his dark mane swishing across his neck and his tail streaming behind in the wind. Onwards you ride with the noise of his thundering hooves loud in your ear. Silver River comes into view on your left, and ahead you see where it joins Catfish River. To your right you see a narrow wooden bridge which spans the river. You slow down to a trot and steer Stormheart over to the bridge. There is nobody about. There is a wooden coin box fixed to the handrail which is carved with runes. There is a rhyme written on a wooden sign above the box which reads, *Pay 1 Gold Piece, and cross in peace. Pay nothing at all, and be sure to fall.* It is signed *Bartholomew Black*. If you want to put 1 Gold Piece into the box to cross Black's Bridge, turn to **32**. If you want to cross the river without paying, turn to **374**.







67

The zombie corpse twitches on the cellar floor before finally coming to rest. Your eyes adjust to the gloom and you see that the cellar has bare stone walls and is no more than six square metres in size. The words *help me* are written in dried blood on one of the walls. There is also an arrow drawn in blood on the opposite wall which points to a small crack in the wall. Suddenly you hear footsteps from above. Somebody has entered the cottage and is walking across the floorboards towards the trapdoor. If you want to run up the steps to confront the unknown visitor, turn to **352**. If you would rather stay where you are, turn to **109**.





68

You climb on board the cart and talk to the ruddy-faced driver, who tells you that he is a farmer taking a delivery of corn and carrots to Largo, a small village on the banks of Catfish River west of Darkwood Forest. You scan the horizon, looking for the elusive Chaos Warrior, but don't see anybody who looks remotely like him. You keep thinking about Hakasan, who you have left injured and alone in Darkwood Forest, and hope she is safe. You arrive in Largo in the afternoon, and thank the farmer for the ride. The villagers are friendly river folk, who spend their days ferrying people and goods up and down Catfish River on their flat-bottomed boats. You walk round Largo asking everybody you meet if they have seen a Chaos Warrior in the vicinity. The replies are all negative until you talk to one very tall and stocky man by the name of Onx, who tells you that his cousin was paid 5 Gold Pieces to take a Chaos Warrior to Port Blacksand earlier in the day. 'My cousin was too frightened to say no. I can ferry you to Port Blacksand for 2 Gold Pieces if you wish?' the boatman says in a friendly voice. If you want to accept his offer, turn to **303**. If you would rather refuse his offer and head back to help Hakasan, turn to **9**.



*You watch the creature uncurl and flip over on to four spindly crab-like le*



69

You reach a section of the tunnel where the floor is littered with rocks and rubble. One of the rocks appears to move, and you realize that it is not a rock but a grey-coloured creature. It is no bigger than a cannonball, and its plated exoskeleton looks to be almost as hard. You watch the creature uncurl and flip over on to four spindly, crab-like legs. Its small head has large compound black eyes, long antennae, and mouthparts with three rows of sharp mandibles which it uses to inject venom into its victims to paralyse them and feed off their blood. Two more GRONKS flip over and scuttle towards you. Fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First GRONK* | *5* | *5* |
| *Second GRONK* | *5* | *4* |
| *Third GRONK* | *5* | *4* |

If you win the battle without losing any Attack Rounds, turn to **208**. If you win but lose one or more Attack Rounds, turn to **354**.





**70**

You place an arrow in the bowstring, drawing it back until it is fully loaded. You know you only have time for one shot, which needs to pierce the Demon's eye socket to have any effect. With Hakasan screaming at you to fire, you take careful aim and release the arrow. You watch it fly towards its mark, but it misses Zanbar Bone's skull by inches. If you own a Demon Dagger, turn to **45**. If you do not have the dagger, you will have to fight on with your sword. Turn to **138**.

**71**

The building is a small wood cabin in front of which there are many rows of blueberry bushes blooming with plump, ripe fruit. There is a scarecrow wearing a straw hat tied to a wooden post in the middle of the rows of bushes which seems to be keeping the birds at bay. If you want to take a closer look, turn to **358**. If you would rather continue your journey east to Moonstone Hills, turn to **134**.

**72**

You stride through the tall grass as fast as you can in the direction of the groaning man. *Test Your Luck*. If you are Lucky, turn to **24**. If you are Unlucky, turn to **217**.



**73**

You give Onx 2 Gold Pieces in payment for the dice, which he says are made of animal bone. You notice that the number 1 on the dice has been replaced by a clover leaf. He tells you that you have bought a pair of 'Lucky Bones'. Add 2 *LUCK* points. You bid farewell to Onx and leave Largo to head back to Darkwood Forest, walking as quickly as possible. A few hours later, you are back at the spot where you left Hakasan in the forest, but are alarmed to discover that she is not there. You wonder if maybe you are in the wrong place, but are certain the tree you are standing next to is the same one Hakasan was leaning against when you left her. 'You took your time, didn't you?' a familiar voice calls out from above. You look up to see Hakasan staring down at you from a branch of the tree. You ask her how she managed to climb the tree with a broken ankle, to which she replies, 'I used a rope to help pull myself up. It's safer up here! Well, did you deal with Klash?' You reply that you failed to find him, unfortunately, and explain what happened. She lowers herself down to the ground, sits down, and says, 'That's not good, but we can't give up now.' You see that her ankle is very swollen and tell her that you hope you will be able to fix it up, handing her the bottle given to you by Onx. She asks what it is, and you reply that it was sold to you as healing potion. 'After you, then!' Hakasan says, smiling. If you want to drink some of the liquid first, turn to **351**. If you want to insist that Hakasan drinks it, turn to **122**.



**74**

You decide to give 1 Copper Piece to each of the three beggars closest to you. They all nod in recognition of your generosity. The oldest of the three begins to speak in a low but calm voice. 'Thank you, stranger. You are most kind, especially since I see from your appearance that your luck is not much better than ours. How times change. My friend here was once a fine jewellery maker until he lost his right arm fighting off robbers in Port Blacksand. If there is anything we could do for you in return for your kindness, please say.' If you want to ask the one-armed man if he's heard of Gurnard Jaggle, turn to **378**. If you would rather bid them farewell and walk on to the T-junction at the end of the alley, turn to **311**.



**75**

The bearded man shouts 'Yes!', punching the air in triumph. He holds his hand out to await his prize, which you take from your backpack to give him. He holds the ruby up to the light, inspecting it closely to make sure it is genuine. Satisfied it is a *genuine* gemstone, he shakes your hand, and you head back to the bar, feeling annoyed that you lost your valuable ruby. Turn to **89**.



**76**

After picking up her sword, Hakasan puts your arm around her neck and half carries and half drags you towards the cover of a fallen tree. Before you get there, another flight of arrows whistles through the air. *Test Your Luck*. If you are Lucky, turn to **312**. If you are Unlucky, turn to **220**.

**77**

You just have enough time to reload the flintlock and fire again, but without taking careful aim. Roll two dice and add 2 to the total. If the number is equal to or less than your *SKILL* score, turn to **267**. If the number is greater than your *SKILL* score, the lead ball misses Zanbar Bone. There is no time to reload, and you draw your sword in one last desperate attempt to defeat the Demon. Turn to **138**.

**78**

As soon as you have finished your breakfast, Yaztromo hands you 15 Gold Pieces and tells you to get ready to depart. You meet him on the ground floor, where he asks you to touch the tips of the fingers of your non-fighting arm with the fingertips of his opposite hand. A bolt of energy suddenly shoots up your arm and you immediately feel incredibly fit and healthy. Increase your *STAMINA* score by 10 points. Turn to **272**.



79

You light your lantern and walk in slowly to find yourself in a large cave which has charcoal drawings of gruesome beasts covering the walls. The cave is empty but you notice the tunnel entrance at the back, which is quite narrow and less than two metres high. The air inside the tunnel is cool and still, and has a slight musty smell. You walk down it to where it ends at a junction. If you want to go left, turn to **370**. If you want to go right, turn to **203**.



80

You cross the market square and walk down Thread Street. In your hurry to find Nicodemus, you are less mindful of danger than usual, and do not notice a gang of masked men armed with clubs slip out of Snake Alley and creep up on you from behind. *Test Your Luck*. If you are Lucky, turn to **261**. If you are Unlucky, turn to **290**.





81

'Excellent. Let's go!' Hakasan says enthusiastically. You exit the cave together, stepping outside on to the ledge where the bright sunlight hurts your eyes, making you squint. You scramble down the crag to the main entrance to the cave. Peering inside, you see nothing but dark shadows beyond the sunlit entrance. 'I wouldn't go in there if I were you,' the ninja tracker warns. 'Let's head west to the Eastern Plain.' You walk back down the valley, exchanging stories about your adventures, when suddenly two tall, ugly creatures with tusked mouths and long hair braided with bones jump out from behind a large rock. They are wearing animal furs, and advance towards you swinging their spiked clubs above their heads. They are HILL TROLLS and you must fight them. You opt to take on the taller of the two.

| | | |
|---|---|---|
| *HILL TROLL* | *SKILL 9* | *STAMINA 9* |

If you win, turn to **102**.

## 82

Silver Street ends at a T-junction where it joins a narrow cobbled street running north and south. It is lined with drab, narrow houses built of grey stone with small windows and high-pitched roofs. A horse-driven cart laden with rusty old iron, worn-out shoes and clothes, rotten wood and bits of old furniture rumbles down the street towards you. The pasty-faced driver is slouched in his seat in a threadbare coat and top hat looking bored, occasionally flicking his horse with a long whip to urge it on. 'Rag and bone!' he shouts out half-heartedly as he passes each house, hoping that somebody might toss something out for him to take away. But nobody opens their door. There doesn't appear to be much happening in Barrel Street. Will you:

Stop the rag-and-bone man to talk to him? Turn to **326**
Walk back to the market square
to go to Armoury Lane? Turn to **8**
Walk back to the market square
to go to Beggar's Alley? Turn to **283**

## 83

The arrow whistles past your head and thuds harmlessly into a tree behind you. Turn to **372**.



## 84

The vegetable soup tastes good. Add 2 *STAMINA* points. If you have not done so already, you can either take a look at the books (turn to **331**) or open the wooden chest (turn to **376**). If you would rather leave the tree house and carry on towards Yaztromo's Tower, turn to **251**.



## 85

As soon as you slip the bracelet on to your wrist, a strange tingling feeling runs through your body which makes your limbs feel numb and heavy. It's a huge effort even to lift your arm or walk one step. The tingling sensation quickly subsides, leaving you feeling stronger than ever and full of energy. Gain 1 *SKILL* point and 2 *STAMINA* points. Pleased to be wearing the Bracelet of Power, you leave the cottage and set off again for Moonstone Hills. Turn to **164**.

86

The palace grounds are a vast area of gardens, trees and courtyards divided by a sweeping carriageway leading to the coach house, stables, servants' quarters and barracks for the household guards. A paved path leads from the carriageway up to a wide stone staircase to the imposing main doors of the house. Windowless at ground level, the house looks fortress-like and impossible to enter. You follow the guards to the barracks, where they take off their helmets and armour and sit down to relax. You do likewise, and start talking to the guard sitting next to you. You tell him that you are a new conscript, and are interested to know where prisoners should be taken after they have been arrested. 'Nobody is allowed to enter the house, so don't use the main door or you'll end up in the cells yourself,' the guard warns. 'There is a maze of dungeon corridors under the main building where the cells and a torture chamber are located. You'll find the entrance door to the cells on the north side of the palace.' You thank him for the information and stand up to help yourself to a mug of water left out for the guards. Add 1 *STAMINA* point. You put your helmet back on and, when nobody is watching, walk behind the barracks and on past the servants' quarters down a gravel path which leads to the north side of the house where there are stone steps leading down to a narrow entranceway. There is nobody about and you hurry down the steps to an iron door which



is locked. If you own a bunch of brass keys, turn to **230**. If you don't have any brass keys, you have no choice but to knock on the door. Turn to **125**.

87

Immersed in thought, you are not as alert as you should be in the forest, and step unwittingly into the hidden jaws of a cast-iron animal trap which snaps shut on your ankle. Try as you might, you are unable to open it. The hours pass, and twice during the morning wolves come sniffing, and you have to fend them off with your sword. Animal trappers finally arrive, but unfortunately they are Man-Orcs. Instead of rescuing you, they tie you to a tree, and take all the items from your backpack. Deduct these items from your Adventure Sheet. You struggle to free yourself, worried that the wolves might return at any moment, but the knots are tied too tightly. Suddenly you hear the noise of a twig breaking underfoot. Fearing the worst, you get ready to kick out at the oncoming predator. 'Need some help?' you hear a familiar voice ask. Standing in front of you is Hakasan with a big grin on her face. Suddenly her expression changes, and she says in a serious voice, 'We can't just ignore what happened back there. I couldn't walk away without knowing the truth. But I'm only going to free you if agree to come with me to find Yaztromo. We have to warn him. He might be under attack even as we speak.' You agree that her reasoning makes perfect sense,

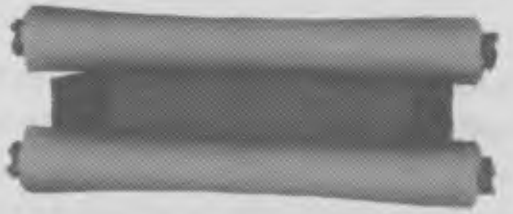


and apologize for thinking otherwise earlier. She cuts the rope binding you to the tree, and you pick up your empty backpack, left behind by the Man-Orcs. They also left your water bottle on the ground, and your sword, which they threw into the undergrowth, preferring spiked clubs as their weapon of choice. 'Deep down I knew you would come with me. Come on, let's go,' Hakasan says with a wry smile. Turn to **252**.

**88**

The old man who was robbed by the girl pushes his way to the front of the circle of angry people. 'Nobody robbed this girl,' he says angrily, pointing at her. 'I was the person who was robbed – most likely by her! Search her!' The girl kicks out, trying to keep the crowd at bay, but fails to do so. She is forced to hand the leather pouch back to the old man. A large, bearded man with braces holding up his baggy britches silences the crowd and says in a commanding voice, 'Put her in the stocks for the rest of the morning. Let it be a lesson to her and a warning to others. Have your rotten tomatoes at the ready!' The old man turns to you, smiles, and shakes your hand in gratitude. 'Thank you, stranger,' he says warmly. 'The money in the pouch is payment for a month's work! I just collected it from a customer. That thieving girl must have followed me here from Lion Street.' If you want to ask the old man what he does for a living, turn to **298**. If you want to bid farewell to him, turn to **26**.





**89**

Whilst walking back to the bar, a brightly dressed woman with rosy cheeks and fluttering eyelashes squeezes through the crowd and bumps into you, apologizing profusely. You are momentarily distracted, and do not notice her accomplice slip his hand inside your backpack to help himself to your belongings. Roll one die twice to determine which items are stolen from your backpack:

| Die Roll | Item Stolen |
|---|---|
| 1 | 2 Gold Pieces |
| 2 | 3 Gold Pieces |
| 3 | All keys |
| 4 | Brass bell and 1 Gold Piece |
| 5 | Knife and 1 Gold Piece |
| 6 | A bottle of potion |

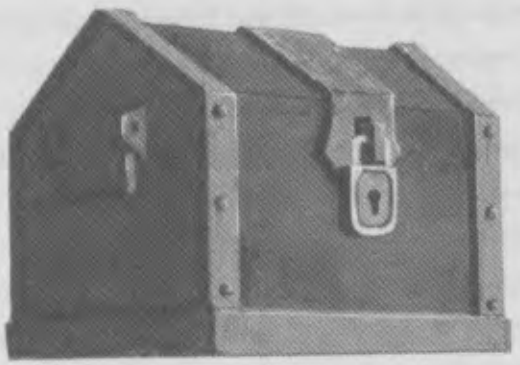
You reach the bar without knowing that you have been pickpocketed. If you have not done so already, you may talk to the innkeeper (turn to **317**). If you would rather leave the tavern and head down Harbour Street towards Singing Bridge, turn to **63**.

**90**

'Nobody enters my lair and makes demands of me,' the Norgul says angrily. It is a powerful creature which fights with brute strength and savage aggression. Enraged, it roars loudly and launches a frenzied attack on you with flailing fists, eager to feast on your eyes. Its thick hide is not easy to pierce, even with your sharp-edged sword.

*NORGUL* *SKILL 10* *STAMINA 9*

If you win, turn to **231**.





**91**

You stand in front of the advancing horse and cart with your hands raised in the air. The driver pulls hard on his reins, shouting 'Whoa!' at the top of his voice to bring his horse to a halt. You ask him if he has seen any sign of a Chaos Warrior in the last few hours. He shakes his head and says, 'I personally haven't seen one of those ruthless mercenaries, but a trapper who was out catching rabbits in the fields earlier today told me that he'd seen a Chaos Warrior come out of the forest and head west towards Catfish River. The trapper didn't go near him, and ran most of the way back to Chalice fearing for his life. I'm headed towards Catfish River myself. I'll give you a lift for 1 Gold Piece if you are agreeable?' If you want to pay for a ride, turn to **68**. If you would rather decline his offer, turn to **260**.

**92**

You lift the lid off the barrel, releasing two very large RATS which were trapped inside. They leap out, one of them jumping on to your shoulder. Gripping your tunic with its sharp claws, it leaps forward to bite your neck. Roll two dice. If the number rolled is equal to or less than your *SKILL* score, turn to **48**. If the number rolled is greater than your *SKILL* score, turn to **147**.





*'I'm Travis Traynor the travelling trader!'*



## 93

The man puts his sack down on the ground and sits down with a sigh on his tripod stool, introducing himself by saying, 'Good morning. I'm Travis Traynor, the travelling trader! Would you be so kind as to look at my wares?' Without waiting for an answer, he empties the contents of the sack on to the ground. There is a lot of junk on the ground, but three things catch your eye – an onyx orb, a sword made of dazzling steel and a copper hunting horn. 'You've got an eye for fine things, my friend,' says Travis. 'Allow me to tell you the price of these priceless items! The Orb of Obedience is on sale for 10 Gold Pieces. I'm asking 10 Gold Pieces for the Horn of Calling, and the Venom Sword will cost you 20 Gold Pieces, which, might I say, is a bargain. You won't find a sharper sword in Allansia. It's sharper than a One-Eye, and it is charged with magic energy that's so powerful it can even defeat the Demon Spawn of the Netherworld.' You buy the items you can afford, paying Travis before getting back into the saddle to ride to Darkwood Forest. Turn to **286**.

## 94

The vial shatters on impact with the rocky ground, and a cloud of green gas escapes from the broken glass. The gas spirals towards you, enveloping you and making you choke. You run away, gasping for air, but cannot



escape the poisonous gas cloud. You drop to your knees, clutching your throat, and fall unconscious. Your adventure is over.

**95**

As you bend down to fill your flask, you suddenly hear the sound of rocks tumbling down from above. You spin round to see a huge boulder rolling down the side of the steep hill towards you, and dive sideways to try to avoid being crushed by it. Roll two dice. If the number rolled is less than or equal to your *SKILL* score, turn to **394**. If the number rolled is greater than your *SKILL* score, turn to **182**.

**96**

You are in such a deep sleep that you are unaware of the huge SCORPION BUG which emerges from its nearby borehole. Virtually blind, Scorpion Bugs detect even the slightest vibrations on the surface aboveground. It is attracted by your breathing, and crawls out of its hole to inject you with the paralysis-inducing sting at the end of its plated exoskeleton body. It ensnares you with its sharp pincer-like claws and drags you down into its borehole, where it will feed on you in the coming weeks. Your adventure is over.



**97**

You hear the sound of footsteps approaching from the other side of the door, followed by a bolt sliding in its metal bracket. The door is opened by an enormous bald-headed man, who is wearing a tight-fitting black jacket with tails over a white shirt tucked into black, knee-length britches, with long red socks and shiny black shoes completing the butler's attire. His eyes are narrow and slightly slanted, and he looks at you with suspicion. 'Yes?' he asks tersely. If you want to say that you have come to collect a letter, turn to **53**. If you want to say that you are an adventurer down on your luck who is looking for work as a guard, turn to **44**.

**98**

The light quickly fades as the sun sinks below the horizon, but the moon shines brightly in the clear night sky, casting an eerie twilight across the landscape. Suddenly you hear a familiar voice calling out to you. 'Good to see you have got a fire burning.' *Test Your Luck*. If you are Lucky, turn to **324**. If you are Unlucky, turn to **185**.



99

'Well, I've been wandering around this forest for quite some time now, and I've yet to find any gold. It certainly doesn't grow on trees!' Bignose says, chortling loudly. 'If I were you, I'd try your luck in Firetop Mountain. They say the place is filled with gold. Or there's always Baron Sukhumvit's Deathtrap Dungeon in Fang. Lots of gold to be won there if you manage to come out alive. Nobody ever has mind you. Right, I must be on my way. I've got my second cousin to find. Cheerio!' The Dwarf walks past you, whistling happily to himself, and is soon out of sight. Turn to **246**.

100

You pick yourself up out of the dirt, none the worse for wear, and watch the horseman disappear west in a cloud of dust. Whoever it was on horseback is certainly in a hurry. You decide you might as well help yourself to some corn. Add 1 *STAMINA* point. Looking east, you estimate it will be dark by the time you reach Skull Crag and hope you will be able to find somewhere safe to camp down for the night. Looking south, you see a semi-ruined stone cottage with its thatched roof mostly missing because of a fire. If you want to take a look inside the cottage, turn to **319**. If you would rather press on towards Moonstone Hills, turn to **164**.



101

Roll two dice, and add 4 to the total if you are using Lucky Bones. If the number is 8 or higher, turn to **366**. If the total is 7 or less, turn to **75**.

102

You look round to see Hakasan wiping Trolls' blood off the razor-sharp blade of her magnificent sword. 'They never learn, stupid creatures,' she says dismissively. A search of the Trolls' pouches yields 3 Gold Pieces and two silver buttons. 'Well, it's a start!' she says cheerfully. You set off again, talking about past adventures, with Hakasan asking lots of questions. 'You never did tell me what you found in Skull Crag, only that the treasure was missing from the iron chest.' You reply saying you found a wooden box in the iron chest which you take out of your backpack to show her. She takes it from you, and on seeing the carved beetle motif on the lid, says, 'This looks like one of Gurnard Jaggle's deadly puzzle boxes. You have to be very careful when opening these.' She turns it over and over, examining it carefully. She presses down on the lid and, at the same time, pushes her thumb against one side of the box. A small section of wood slides out. She repeats the action on the other sides of the box until there are four sections of wood sticking out. With a look of intense concentration on her face, she carefully lifts the lid, breathing a sigh of relief when it's open, and says, 'Phew! Now what have we got here?'





*A white-haired old man ... is placing jewellery and ornaments in the windo*



There are three items in the puzzle box: a small glass vial with green gas swirling around inside, a small lead ball and a folded piece of paper. 'Gurnard didn't disappoint us. The green gas is most likely poisonous. What are you going to do with the vial?' she asks, inspecting it closely before handing it to you. If you want to put the vial in your backpack, turn to **321**. If you want to throw it as far away as possible, turn to **150**.

### 103

You dab a small amount of paste on to your wound. It immediately stops hurting and visibly starts to heal. In less than five minutes there is no sign of the wound, not even the slightest scar. Add 1 *STAMINA* point and 1 *LUCK* point. You put the cork back in the jar and pack it away with the bandage before leaving the tree house to go back to Hakasan. Turn to **325**.

### 104

Silver Street is a narrow cobbled street lined with small houses and shops, most of which are jeweller's and silversmith's. There are beautifully crafted silver teapots, urns, platters and condiment sets on display in the window of the silversmith's. The second shop has a sign above the shop window which says *Jethro's Jewels*. A white-haired old man wearing a white shirt and a black apron is placing gold jewellery and ornaments in the window. He looks up,

smiles, and beckons you to enter his shop, hoping that you might be his first customer of the day. You pop your head through the door and see a tall Man-Orc standing near the jeweller, who is his hired guard. If you want to enter the jeweller's shop, turn to **275**. If you would rather keep on walking to the end of the street, turn to **82**.

**105**

The burning-hot fireroot juice does the job, triggering the holes covering the Sporeball to close up, and preventing any further spores from being released into the air. *Test Your Luck.* If you are Lucky, turn to **131**. If you are Unlucky, turn to **62**.

**106**

Your rowing boat is met by hail of crossbow bolts, one of them sinking into your thigh. Lose 2 *STAMINA* points. You ignore the pain, and pull on the oars with gritted teeth. Nicodemus mutters more arcane words, creating an invisible shield which is only evident when you see crossbow bolts deflecting off it to land harmlessly in the river. You pass under the arch of the city wall, rowing away from Port Blacksand as fast as you can. There is no time to stop, and Luannah has to pull the bolt from your leg whilst you continue to row, binding the bleeding wound as best she can. Finally assured that nobody is in pursuit, you settle down to row at a gentler pace upriver, and discuss the threat of Zanbar Bone with Nicodemus. Turn to **379**.



**107**

You crawl inside your bivouac, roll out your blanket and lie down exhausted after a hard day's walk. A full moon rises in the night sky and you stare at the bright stars, thinking about the events of the day before drifting off to sleep. You have not been asleep for long when you are woken by some snuffling sounds. You sit up, grab your sword and peer outside. Suddenly you see something moving in the pale moonlight. It's a large, round black shape, and it is headed towards you on four stumpy legs, its snuffling sounds getting louder and louder. A cloud that was partially blocking out the moon drifts away and you see the creature standing in front of you. It has a huge head with an enormous tusked mouth, wide snout, tiny eyes and ears, and a thick-set neck that joins its head to its bulbous body covered with a thick grey hide. Its keen sense of smell has led the HIPPOHOG to you, looking for its evening meal. On seeing you, the Hippohog breaks wind, releasing a stench that is so rancid that it makes you retch and feel light-headed. Hippohogs overcome their prey by first disabling them with their acrid intestinal gas before trampling them underfoot. You feel quite sick, but know you have to drag yourself outside to fight the Hippohog. You barely feel able to lift your sword. Reduce your *SKILL* by 3 points for this battle.

| *HIPPOHOG* | *SKILL 9* | *STAMINA 8* |
|---|---|---|

If you win, turn to **61**.



## 108

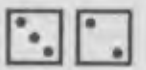
Gurnard Jaggle walks across the room and sits down on the edge of his bed. 'As you may have heard, I like gold, but gold doesn't like me. It seems to avoid me at all costs. So I thank you for these 3 Gold Pieces. You may know that I am a failed treasure hunter. For years I tried to find gold, but only did once. But I was robbed of it, and became very angry, and decided to take my anger out on other treasure hunters. I began making booby-trapped wooden puzzle boxes, making them very hard to open. I put a vial of poisonous gas inside the boxes, like the one I am holding now, and left them in caves and dungeons, hoping a treasure hunter would find them and smash them open to release the gas. I have regretted it ever since. I hope nobody actually died from trying to open one of my boxes.' Hakasan tells Gurnard that unfortunately he may have caused one or two fatalities. With tears in his eyes, Gurnard apologizes over and over again, and asks how he might atone for his crimes. You tell him that you believe Allansia will be in grave danger when Zanbar Bone returns from his twilight existence, and that is why you are on your way to warn Yaztromo about an imminent attack on his tower. You tell Gurnard that anything he could do to help would go a long way to absolve him. Gurnard looks at you, trembling. 'The only person who knows how to defeat Zanbar Bone is the wizard Nicodemus. I found the iron chest in the Crystal Cave but there wasn't any gold inside. Somebody else got there before me. But they



missed the greatest treasure of all – the Ring of Burning Snakes, the fabled ring that once belonged to Nicodemus. I found it on the floor near the empty chest. It must have fallen out when the treasure hunters opened the chest in their hurry to take the golden amulets. But alas, I no longer have the ring. It was taken from me by a Chaos Warrior by the name of Klash. He ambushed me when I came home last night. There was nothing I could do to stop him taking the ring. I'm lucky to still be alive. I fear Klash has been hired by Bone's most faithful servant, Lord Azzur. Somehow he must have known that I had the ring. I'm certain the ring has special powers which Nicodemus could use to defeat Zanbar Bone.' Hakasan looks at you anxiously and says, 'What do we do now? Should we track down the Chaos Warrior or warn Yaztromo first?' If you want to chase after Klash, turn to **43**. If you would rather leave immediately and press on to Yaztromo's Tower, turn to **251**.

## 109

An ugly green face appears at the top of the stairs and glares down at you. It's another MAN-ORC and it is very angry to find its friends lying dead on the floor. It points at you and starts screaming and shouting in a language you don't understand. Before you have time to do anything, the Man-Orc slams the trapdoor down and bolts it shut. You hear something being dragged across the floorboards and realize the Man-Orc is sliding the iron stove on top



of the trapdoor to make sure you don't escape. You hear footsteps walking away and the front door being closed. You are left alone in pitch-black darkness, and there is no way out. Your adventure is over.

### 110

You tell Onx that you have to go, and bid him farewell. You leave Largo to head in the direction of Darkwood Forest, walking as quickly as possible. A few hours later, you are back at the spot where you left Hakasan in the forest, but are alarmed to discover that she is not there. You wonder if maybe you are in the wrong place, but are certain the tree you are standing next to is the same one Hakasan was leaning against when you left her. 'You took your time, didn't you?' a familiar voice calls out from above. You look up to see Hakasan staring down at you from a branch of the tree. You ask her how she managed to climb the tree with a broken ankle, to which she replies, 'I used a rope to help pull myself up. It's safer up here! Well, did you deal with Klash?' You reply that you failed to find him and explain what happened. She lowers herself down to the ground, sits down, and says, 'That's not good, but we can't give up now.' You see that her ankle is very swollen and tell her that you hope you will be able to fix it up, handing her the bottle given to you by Onx. She asks what it is, and you reply that it was sold to you as a healing potion. 'After you, then!' Hakasan says, smiling. If you want to drink some



of the liquid first, turn to **351**. If you want to insist that Hakasan drinks it, turn to **122**.

### 111

Ahead you see the tunnel opens up again and find yourself in an enormous underground limestone cave. Huge crystal stalactites hang down from the high ceiling which sparkles in the light from your lantern. Water drips down from the tips of long and short stalactites into pools on the cave floor, echoing loudly. You are excited to think you might be standing in the Crystal Cave shown on Murgat Shurr's map. You notice that the ceiling to your right has a large round hole in it, as though something had bored its way through, and there is a patch of transparent goo on the floor directly underneath the hole. At the back of the cave there is a large shard of crystal lying on the cave floor with an iron chest placed on it. If you want to walk over to look inside the chest, turn to **289**. If you would rather take a closer look at the hole in the ceiling, turn to **399**.

### 112

You put a Gold Piece in the mug and tentatively lower yourself on to the wooden throne. You think carefully about the wish you want to make when suddenly the mug is pulled up on the string and disappears into the leaves. You hear high-pitched giggling high up in the tree and realize that you have been cheated out of your money. Lose 1 *LUCK*



point. You look up but don't see anybody. 'That giggling sounds like CHUMPIES to me,' Hakasan says, shaking her head. 'They are always coming up with new ways to steal gold from people. They love gold. If we could only get our hands on those mischievous little thieves, we'd be rich! We might as well keep going as we'll never catch them.' Annoyed at yourself for falling for the Chumpies' trick, you walk on, cursing. Turn to **348**.

**113**

The ugly Ogre is a powerful and very vicious opponent. It is skilled at using a wooden club as a weapon, and swings it forcefully through the air.

*OGRE* *SKILL 8* *STAMINA 10*

If you win, turn to **179**.

**114**

You walk on, and suddenly feel something warm and wet land on your head with a splat. You look up to see the Warhawk circling overhead and understand the grim reality of what has landed on you. Lose 1 *LUCK* point. The soggy poop starts to trickle down the side of your head and has a very unpleasant smell. You wash it off with water from your flask, but the smell lingers. 'That will teach you not to ignore a cry for help!' Hakasan says, trying not to



laugh. You curse your luck and decide to head back in the direction of where the basket landed. Turn to **72**.

**115**

You swing your sword down as hard as you can on the bloated creeper which erupts under the blow. Purple sap squirts out everywhere, fizzing on contact with everything it touches. *Test Your Luck*. If you are Lucky, turn to **49**. If you are Unlucky, turn to **243**.

**116**

As soon as you run off, the little old man screams, 'Don't leave me, friend! Don't leave me!' With his words ringing in your ears, you run through the tall grasses as fast as you can, and soon leave the short-legged Blue Imps behind. When they are out of sight, you slow down to a walk, heading in the direction of Moonstone Hills. Turn to **134**.

**117**

You see an old tree trunk with crumbling, rotten bark which is host to a cluster of fiery-red capped mushrooms. Your stomach rumbles noisily and you realize just how hungry you are after your exploits in Skull Crag. Hakasan sees you looking at the mushrooms and shouts at you not to eat them, as they might be poisonous. If you want to eat the mushrooms, turn to **285**. If you would rather heed her advice and go back to help her look for tracks, turn to **304**.





*A fearsome-looking giant of a man*



118

After passing Parrot Lane and Garden Street on your left, you turn right between two small gatehouses on to Singing Bridge. It is a narrow, rickety wooden bridge with a gruesome collection of skulls skewered on wooden spikes fixed to the handrail. The wind sounds like tortured souls wailing as it blows through the skulls. Whilst crossing the bridge, you witness a kidnapping. A white-haired old man with a long beard and wearing white robes is being dragged in chains up a small flight of wooden steps from underneath the bridge by two tall guards wearing black chain-mail vests and iron helmets. The old man is not struggling, and appears to be semi-conscious. You realize it is Nicodemus, the legendary Grand Wizard of Allansia. Directing the guards is a fearsome-looking giant of a man wearing plate metal armour under a crimson tunic through which iron spikes protrude from his shoulder plates. He is wearing a horned helmet which is etched with demonic symbols, and carrying a heavy two-handed sword. There is no mistaking the CHAOS WARRIOR, and you know it must be Klash who is in charge of the kidnapping. Without thinking about the consequences, you run forward to attack Klash with your sword.

*CHAOS WARRIOR* *SKILL 10* *STAMINA 11*

If you win, turn to **313**.

### 119

As the smoke clears away, you are distraught to see that Zanbar Bone is still standing. You missed! The Demon Prince vents his fury, foaming at the mouth with anger, and calls on his troops to press forward. If you possess another lead ball and want to shoot at him again, turn to **77**. If you do not have another lead ball, you can either attack Zanbar Bone with your sword (turn to **138**) or, if you own a Demon Dagger, you could throw it at his head (turn to **356**).

### 120

Bignose pauses to look at his treasured weapon for a second before saying, 'Done! I'm not going to argue with anybody who is going to help Yaztromo. The battleaxe is yours!' You thank Bignose for his generosity, and give him the goblet and bell in exchange. He smiles, saying, 'Right, I must be on my way. I've got my second cousin to find. Cheerio!' The Dwarf walks past you, whistling happily to himself, and is soon out of sight. Turn to **246**.

### 121

The stricken vampire bug twitches spasmodically on the ground before coming to rest. Though their larvae start life in dormant pools of water, vampire bugs are not usually found in towns, preferring to suck the blood of injured animals in the wild. A young urchin runs up to you and suggests that you rub the vampire bug's blood on your skin as it will give you strength. He asks for a Copper Piece for the advice. If you want to do this, turn to **166**. If you would rather walk on to the T-junction, turn to **206**.



### 122

You hand the bottle to Hakasan, telling her not to worry. She snatches it from you, scowls and gulps down the potion. Her scowl soon turns to a smile, and she says with glee that her ankle feels suddenly strong and free from pain. Minutes later the swelling is gone, and she is able to stand and put her full weight on the ankle. 'That's incredible! Thank you, thank you, thank you,' she says happily. She hands the bottle back to you, and you drink the last drops left in it. Add 1 *STAMINA* point. You suggest that you should stick with the original plan and go to Yaztromo's Tower to warn him about Zanbar Bone. You take the lead, hacking your way through bushes and thick undergrowth of dense part of the forest. You stumble upon a tree stump which has been carved into the shape of an ancient throne. There is a dented pewter mug hanging in mid-air on a piece of a string tied to a high branch of a nearby tree. A note written on a piece of paper inside the mug says, *Welcome to the Throne of Wishes. You may make one wish at a cost of 1 Gold Piece. Drop a coin into the mug, sit down on the throne and make your wish.* If you want to pay 1 Gold Piece to make a wish, turn to **112**. If you would rather keep on walking, turn to **348**.



### 123

A few branches are still burning on the campfire. You are too dizzy to brandish your sword but you are able to take hold of the end of a burning branch and wave it in front of you to keep the Hippohog at bay. The Hippohog eventually gives up its attempt at eating you, and wanders off into the night. You put new wood on the fire and make sure it is burning brightly before you settle down to sleep again. You wake up very early in the morning, gather up your belongings and begin your climb of Moonstone Hills, determined to reach Skull Crag by noon. Turn to **368**.

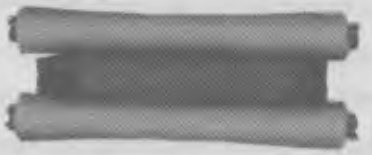
### 124

Six hooded men appear from behind the trees, each of them armed with a bow and arrow pointed at you. The colour of their clothes is light and dark brown, blending in with the forest. They have long black hair and eye sockets blackened with charcoal dust. You are trapped and have to act quickly. You whisper to Hakasan to attack the three BANDITS closest to her, and you will fight the others. On the count of three you charge at the bandits. But they anticipate your move, and fire their arrows at you. If you possess a bronze shield, turn to **60**. If you do not own a shield, turn to **204**.



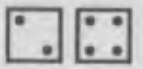
### 125

You knock gently on the iron door, trying not to attract the attention of anybody outside. Nobody comes to the door and so you tap on it sharply with a coin. Finally, after what seems like ages, you hear the lock turn and the door creak open. You are confronted by an ugly green-skinned brute of a creature with tiny eyes and tusks protruding from its thick-lipped mouth. Blocking the doorway is a Troll in black chain-mail armour, another of Lord Azzur's Imperial Guards. The Troll glares at you and says, gruffly, 'What do you want?' If you want to reply that you have been sent to torture Nicodemus, turn to **31**. If you would rather try to kick the Troll down the stairs, turn to **338**.



### 126

The man stops whistling and stares at you intently with one eyebrow raised higher than the other. After what seems like an age, he suddenly blurts out in a gruff voice, 'I've got bread and honey. I want copper nails to finish off building my new beehive. You got any?' If you want to trade your bag of nails for some bread and honey, turn to **268**. If you would rather politely refuse his offer and leave the square, turn to **58**.



### 127

You pull the cork out of the bottle with your teeth and spit it out on to the ground. You sniff the liquid inside the bottle, but it is odourless. 'Are you sure you want to drink that? I wouldn't if I were you,' Hakasan says, looking concerned. If you want to ignore her warning and drink the liquid, turn to **181**. If you want to forget the idea, you can, if you have not done so already, either eat the apples and cheese (turn to **266**) or try on the signet ring (turn to **141**). If you would rather leave now and continue on your journey to Yaztromo's Tower, turn to **383**.

### 128

You feel a strange tingling sensation in your legs as they start to go numb. You uncork the bottle and rub the oil into the open wound on your ankle, but snake oil does not contain any properties to counter the deadly venom. Paralysis spreads throughout your body and there is nothing you can do to stop it. Your adventure is over.

### 129

Mungo slaps you on the back and says, 'Good on you! I'm glad to have you on board. If you've got no other business here, it's time to go back to the *Blue Marlin*. I left a shifty-looking character guarding my boat, and you can't trust anybody in Port Blacksand. He's probably



run off with my supplies by now! Are you ready to go?' If you want to sail to Oyster Bay with Mungo, turn to **20**. If you want to change your mind, you can either join the men playing their dice game (turn to **16**) or leave the tavern to walk down Harbour Street towards Singing Bridge (turn to **63**).



### 130

The trapdoor lifts up to reveal a narrow wooden staircase leading down to a dark cellar. There is a very unpleasant smell wafting up, like rotten meat. You hear the sound of feet dragging along the floor below, and a rasping, guttural sound like a sickly death rattle. If you want to go down the steps to investigate, turn to **323**. If you would rather shut the trapdoor and leave the cottage to carry on towards Moonstone Hills, turn to **164**.

### 131

You manage to avoid breathing in any of the spores, and run through the clearing holding your breath to join Hakasan. Turn to **232**.





*'My name is Hakasan Za. I am a ninja tracker from Zengis. And you?'*



**132**

Reassured by the warm voice of the mystery woman, you reply that you would be willing to tell her your tale in exchange for something to eat. She agrees to your offer and tosses over a small chunk of bread, which you devour in seconds. Add 1 *STAMINA* point. You walk towards her with your hand outstretched to shake her hand. 'Stop!' she says sharply. 'There's a tripwire in front of you. I set a trap earlier. You just can't be too careful these days.' You step over the tripwire and are greeted by a friendly-looking young woman who is dressed in black robes, black cotton trousers and black leather sandals laced up over her calves. She has piercing brown eyes and long dark hair tied back in a ponytail. A two-handed curved sword is slung across her back. 'My name is Hakasan Za. I am a ninja tracker from Zengis. And you?' You tell her your name and why you came to Skull Crag, and show her the treasure map drawn by Murgat Shurr. You scoff, saying that whilst the map was accurate, the treasure, if there had been any in the first place, is long gone from the iron chest. The tracker smiles, saying, 'Oh, so it's one of Shurr's maps, is it? That charlatan makes copies of old treasure maps which are usually years out of date, and gets his minions to sell them to fools in Chalice and Port Blacksand. As you found out, they are not worth the paper they are written on. What are you going to do now?' You reply that you have no plans other than to leave Skull Crag. 'I've got no plans either. Do

you want to team up to go treasure hunting?' If you want to say yes to Hakasan's proposal, turn to **81**. If you would rather politely refuse, turn to **340**.

**133**

'You can't fool me, I know you are in there,' the man continues. 'If you don't show yourselves before I count to five, I'm going to release poisonous gas into the room. One, two, three, four. . .' If you want to continue to keep quiet, turn to **175**. If you want to shout down to the man to say that you know he is Gurnard Jaggle and want to ask him about the puzzle box you found in Skull Crag, turn to **213**.



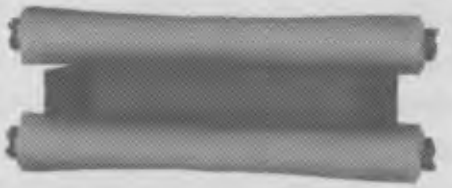
**134**

The rest of the afternoon passes without incident, and you reach the base of Moonstone Hills as the light begins to fade. You look around, very much aware that you need to find somewhere safe to spend the night. There is not a lot of choice. You can either sleep where you are in the long grass (turn to **216**) or build a bivouac out of fallen branches (turn to **250**).



**135**

Wondering if the pendant has magical properties, you place the chain tentatively around your neck. You are slightly disappointed that you do not feel any sudden sensation or magical powers, but are also very relieved that nothing terrible happens to you. Turn to **333**.



**136**

You walk as fast as you can, but darkness descends before you reach the shelter of Darkwood Forest. Walking by moonlight becomes frustrating as you trip over tufts of grass and rocks, and you realize you have no choice but to camp out on the open plain for the night. You find a few bits of wood and build a small fire. Hakasan shares her meagre rations of nuts and dried berries with you, which at least stops your stomach from rumbling. Add 1 *STAMINA* point. It is too dangerous for both of you to go to sleep, and you take it in turns to sleep whilst the other keeps watch. You hear sporadic grunts and growls, but the night passes without incident. You set off early next morning towards Darkwood Forest, convinced that your treasure-hunting fortunes will soon change. Turn to **56**.



## 137

The taller of the two bakers begins laughing nervously on hearing your question. 'Did I hear you correctly, stranger? You want us to help you climb over the wall of Hog House? Are you mad? Are you tired of life or something? Trespassers are not prosecuted – they are executed!' Will you:

Ask them again to help you climb over the wall? Turn to **23**
Forget the idea and look at the houses? Turn to **12**
Walk over to the shops? Turn to **305**

## 138

You press forward with Hakasan at your side, bringing your swords down on the scores of Skeletons that stand in your way. As you close in on Zanbar Bone, another wave of Skeletons bears down upon you, too many for you to overcome. Exhausted and overwhelmed, you stand back-to-back with Hakasan as the Skeletons close in, their spears and swords finding their mark. You watch on in horror as Hakasan drops to the ground and is trampled underfoot; then you, too, sink to your knees under a rain of blows. The battle is lost. Your adventure is over.





## 139

You are not far from the outer edge of Darkwood Forest when Hakasan makes a sudden announcement. 'I think I've lost my appetite for treasure hunting. I can't get Horace's worrying tale out of my head. That black keystone looked very ominous to me, and so I'm going to go back to Zengis to warn our townsfolk. I'm sorry, but I'm going to say goodbye.' You try to convince her not to go, but she is having none of it. A quick hug, a smile and a wave goodbye, and she's gone, striding north-east across the plain. You walk alone towards the mighty oak trees standing tall in front of you with your mind spinning, thinking about the events of the past twenty-four hours. You see a gap in the trees where an animal path cuts through the thick undergrowth and tangled roots. You enter the forest, which is a stark mixture of light and shadow. Shafts of bright light shine down through holes in the blanket of leaves above, from where a cacophony of sound comes from the twittering birds warning the forest's inhabitants of your presence. It is not long before you reach a fork in the path. If you want to follow the right-hand path, turn to **385**. If you would prefer to take the left-hand path, turn to **87**.





### 140

You are hit in the arm by an arrow. Lose 2 *STAMINA* points. If you survive, you look up to see the Wild Hill Men jumping for joy. You grit your teeth and wrench the arrow painfully out of your arm, and quickly bind the wound as best you can with a strip of cloth torn from your shirt. You watch the Wild Hill Men scrambling down the hill to attack you with their axes. You stand up to fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First WILD HILL MAN* | *6* | *5* |
| *Second WILD HILL MAN* | *6* | *6* |

If you win, turn to **193**.

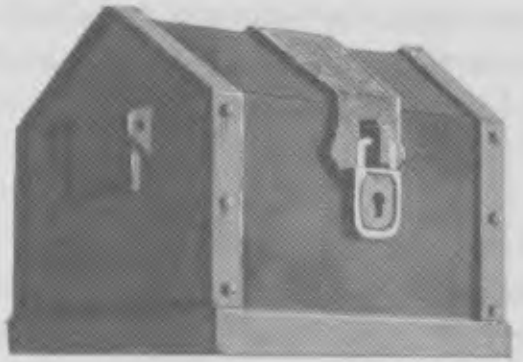
### 141

You slide the signet ring on to the little finger of your left hand, half expecting something terrible to happen. All your fingers tingle for a few seconds before returning to normal. You are wearing a Tyche Ring, one of the fabled rings of fortune which are made in Vatos in the Desert of Skulls. Add 2 *LUCK* points. If you have not done so already, you can either eat the apples and cheese (turn to **266**) or drink the purple liquid (turn to **127**). If you would rather leave the other items and continue your journey, turn to **383**.



### 142

You chase Onx, calling out his name and telling him to stop. He looks round and stops, staring at you coldly with his arms folded. You tell him that you would like to buy a bottle of healing potion after all. He is still angry, and demands 4 Gold Pieces for the potion. If you want to buy the healing potion, turn to **277**. If you think it is too much to pay for a potion and would rather set off for Darkwood Forest, turn to **7**.



### 143

Bignose strokes his bushy beard and eyes you a little suspiciously, saying, 'What treasure are you hoping to find in Darkwood Forest, might I ask?' If you want to reply that you are searching for gold, turn to **99**. If you want to reply that you are searching for a legendary emerald known as the Eye of the Dragon, turn to **254**.



## 144

You use the spare branches to make a fine crackling fire before crawling inside your bivouac. You roll out your blanket and lie down at last to rest, enjoying the warmth of the flickering flames. A full moon rises into the night sky and you stare at the bright stars, thinking about the events of the day before drifting off to sleep. You have vivid dreams and are woken up a couple of times by creature noises, but the night passes without incident. You wake up early in the morning, gather up your belongings and begin your climb of Moonstone Hills, determined to reach Skull Crag by noon. Turn to **368**.

## 145

You reach into your pocket and slowly count out 20 Gold Pieces, which you hand to the Trolls. 'Blimey, you must have more money than sense,' Twoteeth says, sniffing the gold coins. 'Which means you've probably got something in your backpack that we might want. So, like I said, give me your sword and let Stinkfoot look inside your backpack.' You protest, saying that you have just paid them 20 Gold Pieces to enter the palace grounds. 'I don't know what you are talking about,' Twoteeth says slyly. You have no option but to do as they say. Turn to **192**.



## 146

As you wend your way through the forest along the path, your leg catches on a razor plant, one of its sharp, blade-like fronds slicing into your flesh. You sit down on a log to bandage the wound with a piece of cloth torn from your shirt to stop the bleeding. Lose 1 *STAMINA* point. You are about to set off again when you hear the sound of rapid footsteps coming from behind. Somebody – or something – is in a hurry. Making so much noise running through the undergrowth, whoever it is certainly isn't trying to creep up on you. You stand up and see Hakasan come bounding into view, waving. 'Having a rest?' she asks jovially. You tell her about the razor plant but she isn't very sympathetic. Her expression changes, and she says in a serious voice, 'We just can't ignore what happened back there. I couldn't walk away without knowing the truth. You have to come with me to find Yaztromo. We have to warn him. He might be under attack even as we speak.' You agree that her reasoning makes perfect sense, and apologize for thinking otherwise earlier. 'Good. Deep down I knew you would come with me,' Hakasan says with a wry smile. 'Come on, we've got to go back the other way. Yaztromo lives west of here.' Turn to **2**.



**147**

You react too slowly. The rat's sharp teeth sink painfully into your neck. It scurries across your shoulders and tries to bite the other side of your neck, but you manage to grab hold of it and smash its head against the barrel, killing it instantly. You touch your neck and feel warm blood trickling down. Lose 1 *STAMINA* point. You suddenly hear a faint buzzing sound, and look up to see the fast-beating translucent wings and long, shiny black body of a VAMPIRE BUG diving down to attack you, its blood-sucking proboscis aiming for the wound on your neck. It is about a metre long and you must fight it.

*VAMPIRE BUG* *SKILL 6* *STAMINA 5*

If you win, turn to **121**.

**148**

You dive into the cornfield and wait to see who is approaching. The thundering sound of galloping hooves grows louder, and moments later you catch a glimpse of a horse's legs flashing by, heading west at full speed. Whoever it is on horseback is certainly in a hurry. You decide you might as well help yourself to some corn. Add 1 *STAMINA* point. When you have finished eating, you set off again. You estimate it will be dark by the time you reach Skull Crag, and hope you will be able to find



somewhere safe to camp down for the night. Looking south, you see an old stone cottage with just the burnt edges of its thatched roof remaining, due to a fire. If you want to take a look inside the cottage, turn to **319**. If you would rather press on towards Moonstone Hills, turn to **164**.

**149**

You wave your merchant's pass at the thugs waiting at the top of the ramp, yelling at them to move out of the way. 'Let the merchant through!' shouts a bearded man in a black hat. You barge past the press gang to join the thronging crowd of sailors, fishermen, beggars, entertainers, and fruit and flower sellers milling about on the wharf. There are some drunken sailors standing outside the Black Lobster Tavern with their tankards in hand and arms around each other, singing loudly. If you want to go in the tavern, turn to **187**. If you want to head down Harbour Street towards Singing Bridge, turn to **63**.

**150**

'No!' shrieks Hakasan as the glass vial flies through the air. *Test Your Luck*. If you are Lucky, turn to **248**. If you are Unlucky, turn to **94**.



### 151

You both dive into the water as the pirate boat rams the flat-bottomed boat, splitting it in two. You stay underwater for as long as possible to avoid being seen, swimming as hard as you can towards the southern bank. With your lungs feeling like they are about to burst, you are forced to come to the surface to breathe in some fresh air. *Test Your Luck*. If you are Lucky, turn to **205**. If you are Unlucky, turn to **52**.

### 152

A weighted net flies through the air and lands on top of you both. You struggle to stand up, but cannot untangle yourself from the heavy net. You look up to see the bandits have surrounded you, and are congratulating themselves for having captured you so easily. Their leader looks down and sneers at you before turning to his fellow bandits, saying, 'These two should fetch a good price in Shazaar. Chain them up and take them away.' Alas, you will soon be sold into slavery. Your adventure is over.

### 153

The woman's aim is true. The heavy pot lands right on top of your head, smashing into many pieces. Lose 2 *STAMINA* points. The woman laughs and slams her bedroom window shut. Rubbing the painful lump on your head, you decide to walk over to the shops. Turn to **305**.



### 154

You calm Stormheart down and spur him on again, taking a detour around the back of the Skeletons. 'Zanbar Bone is here. I feel his presence,' Nicodemus shouts in your ear as you urge Stormheart on through the forest. 'There is not a moment to lose!' You ride east through the forest beyond the Skeletons, and circle back towards Yaztromo's Tower, arriving at last at a scene of despair. The tower is totally black from its base to the parapet on top. Purple vines as thick as rope burst out of the ground around the tower, climbing rapidly up the walls like fat worms. Huge numbers of Skeletons stream out of the forest and march into the clearing to line up in front of the tower. They come to a halt, standing to attention in perfect formation, fifty across and twenty deep, one thousand armed Skeletons awaiting orders. Suddenly the great oak door flies open and a figure emerges from the Tower. It is Hakasan, screaming at you to come inside. She has a look of despair in her eyes. If you want to go inside Yaztromo's Tower, turn to **279**. If you want to hack at the vines climbing the tower with your sword, turn to **115**.

### 155

The card sharp shakes his head and says angrily, 'No, no, no, no. I can't do that! That would be giving my secrets away. Don't be a bad loser, my friend. The hand is quicker than the eye! Trust me, you lost fairly and squarely.'



Ignoring his excuses, you reach forward and turn over the cards to see that they are all jacks! The queen of spades has vanished, no doubt deftly substituted with another jack by the sneaky card sharp. 'Well, I never! How did that happen?' he asks, laughing nervously. 'Please don't think for one moment I was trying to trick you. The queen must be here somewhere. I must have dropped it.' He fumbles anxiously in his pockets and suddenly produces a gold coin. 'Here, let me pay you for your trouble. It's a Gold Piece. Here, take it. Please. It's yours.' You think about giving him a punch in the face for trying to cheat you out of your sword, but think better of it since you have no friends in Chalice and might get set upon by the crowd. You snatch the coin from him and leave the market square. Turn to **58**.

**156**

After helping her out of the bear trap, you make sure Hakasan is comfortable before setting off, running as quickly as you can through the dense forest. It is not long before you come to the southern edge of Darkwood Forest and stop briefly to scan the horizon. In the far distance you can just make out the grey stone city wall surrounding Chalice. All you can see between you and Chalice is a swathe of tall grasses blowing in the wind, but there is no sign of the Chaos Warrior. If you want to carry on running south towards Chalice, turn to **200**. If you want to head west towards Catfish River, turn to **398**.

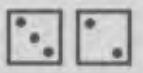


**157**

You spin round, realizing the rumbling noise is the sound of rock grinding against rock. You run back the way you came, peering into the gloom, arriving just in time to see a huge slab of rock sliding down from the ceiling to land on the tunnel floor with a dull thud. You try pushing against the heavy stone slab but it is a metre thick and impossible to lift or move. You give up trying, and walk back to where you were a few minutes ago. You walk on another thirty-five metres and come to a dead end. You are trapped! There is no way out of the tunnel. You are caught in a trap made by Cave Trolls, who will return in a week's time to take the possessions from your lifeless body. Your adventure is over.

**158**

The venom of a Yellowback is deadly, and you don't have much time to spare before your central nervous system becomes paralysed. You uncork the bottle and frantically rub the snake oil on the two red punctures on your leg where the snake bit you. Thankfully the antidote works. The pain slowly subsides, but you have a high temperature and feel very light-headed. Lose 1 *SKILL* point and 2 *STAMINA* points. Hakasan helps you stand up and you are soon able to walk normally again. Turn to **24**.





*'Friend or foe?' he asks in a booming voice*



**159**

You walk towards where the sound of the voice is coming from and enter a small clearing where you see a short, stocky man with balding hair and a long bushy beard sitting on a log, sharpening his battleaxe. He is wearing a chain-mail shirt over his tunic, a cloak and big brown boots. By his side are a crossbow and an iron-rimmed wooden shield. He doesn't seem concerned by your sudden appearance. 'Friend or foe?' he asks in a booming voice. If you want to reply 'friend', turn to **360**. If you want to reply 'foe', turn to **209**.

**160**

You are in a deep sleep when a huge SCORPION BUG emerges from its nearby borehole. Virtually blind, Scorpion Bugs detect even the slightest vibrations on the surface above ground. Attracted by your breathing, it crawls out of its hole to inject you with the paralysis-inducing sting at the end of its plated exoskeleton body. You wake up just as it tries to snare you with its sharp pincer-like claws to drag you down into its borehole to feed on you. Although you still feel exhausted from the effects of the Tick-Tick virus, you must fight the Scorpion Bug. Lose 1 *SKILL* point and 2 *STAMINA* points before combat begins.

| | | |
|---|---|---|
| *SCORPION BUG* | *SKILL 8* | *STAMINA 10* |

If you win, turn to **388**.

### 161

The lid of the box lifts up easily to reveal two large fangs, certainly large enough to be dragon's teeth. You put them in your pocket and open the drawer fully to see if it contains anything else. Turn to **189**.

### 162

You rub the orange wax over the open wound on your ankle. You feel a tingling sensation in your legs, but the uncomfortable feeling quickly subsides as the stikkle wax neutralizes the toxic venom. Breathing a sigh of relief, you carry on down the tunnel and soon arrive at another junction. If you want to go left, turn to **197**. If you want to go right, turn to **292**.



### 163

A quick search of the robbers yields 3 Copper Pieces and a black pearl. You carry on down Thread Street, where you see four armed guards marching towards you. You see a narrow alleyway almost hidden from view in shadows on your left, which you slip down unnoticed. It ends at a T-junction where you turn right into Palace Street. Turn to **371**.



### 164

Walking through the tall grasses of the Eastern Plain, you see the great expanse of the Moonstone Hills looming before you, with the foothills no more than half a day's walk away. To your left, the plain stretches north as far as you can see all the way to Darkwood Forest, and to the south all the way to Silver River and beyond. You walk on determinedly, but looking at your map, you have a lingering doubt about its authenticity. Half an hour later, you see a flock of birds high in the sky circling above a building about half a kilometre north-eastwards. If you want to investigate, turn to **71**. If you would rather keep heading east, turn to **134**.

### 165

Bignose's mouth drops open in disbelief as you recount Horace Wolff's tragic story. 'Oh my goodness, that is the most terrible news I've heard since the disappearance of Bigleg! I would like to come with you to Yaztromo's, but I have to find my cousin. The good news is that you are not far from the wizard's tower. Half an hour's walk this way,' he says, pointing over his shoulder with his thumb. 'If there is anything of mine that might be of use to you, please say. I would happily trade.' If you possess a Rune Ring, turn to **27**. If you do not own this ring, turn to **235**.



**166**

The urchin pockets the Copper Piece and runs off. You soon find out that he was not telling the truth. As you smear the blood on your arm it starts to burn like acid. The pain is severe as the toxic blood begins to eat through your skin. Ignoring the rank smell coming from the barrel, you reach in and grab a sodden rag, wiping your arm frantically with it. The water quickly neutralizes the acidic blood, but not without loss to your health. Lose 1 *SKILL* point and 3 *STAMINA* points. You toss the rag aside and walk on to the T-junction. Turn to **206**.

**167**

Without weapons, there is not much that you can do to defeat the bandits, so you decide to run for it. Turn to **152**.

**168**

You are not even halfway across the square when the guards snap out of their frozen state and pour out through the palace gates to give chase. You hear the twanging sound of crossbows being fired, and one of the bolts finds its mark in the middle of your back. Your adventure is over.

**169**

You head down the narrow right-hand tunnel for thirty



metres, the light from your lantern casting eerie shadows on the rough-hewn tunnel wall. Suddenly you hear a dull rumbling sound coming from behind you. Turn to **157**.

**170**

Onx looks at you with a face like thunder. He's very annoyed that you won't help him, especially since he helped save you from getting captured by the pirates. He becomes more and more agitated, and starts shouting and blaming you for his boat being sunk by the pirates. He starts talking in a strange language, his voice getting increasingly loud. He picks up a handful of dirt and throws it at you, and makes a rapid, sweeping gesture in the air with his other hand. You have been cursed! Lose 2 *SKILL* points and 1 *LUCK* point. He turns and runs off at a fast pace towards Largo. If you want to change your mind and run after Onx to buy the healing potion, turn to **142**. If you would rather let him go and set off for Darkwood Forest, turn to **47**.

**171**

As you reach for your sword, the Cyclops lets out a deafening roar and reaches over the counter to grab you by the throat with its huge hand. You try to pull its hand away, but the enraged creature's overpowering strength is far greater than yours. You pass out and never wake up. Your adventure is over.





*The bloated jelly-like worm flops down on to the cave floor with a dull splat*



**172**

The venom of a Yellowback is quick-acting, and you don't have much time to spare. You uncork the bottle and rub the oil on the two red punctures on your leg where the snake bit you. Unfortunately skunk oil is not an antidote for snake bites. Your temperature rises and your heart starts pounding in your chest as paralysis of your central nervous system sets in. Hakasan tries to help, frantically trying to bleed the poison from the snake-bite wound, but there is nothing she can do to save you. It's not long before you lose consciousness, never to recover. Your adventure is over.

**173**

Bignose looks at you disdainfully, and says, 'Never mind. I'll tell Mariola that her husband's ring has been found but is now in the possession of a selfish oaf. Now, I've got better things to do than stand here talking to the likes of you. I need to find my second cousin, so I'll be on my way. Cheerio!' The Dwarf barges past you, humming loudly to himself, and is soon out of sight. Turn to **246**.

**174**

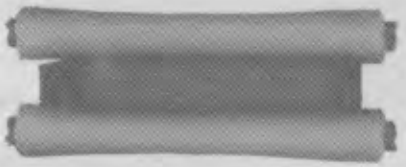
A huge semi-transparent, gelatinous worm with pulsating innards which produce a luminescent green glow starts to slide down through the hole. It's a flesh-eating GIANT LAVAWORM, a deadly creature and scourge of the Cave Trolls. The bloated jelly-like worm flops down on to the



cave floor with a dull splat. It has powerful sonar senses for echolocation, and slithers towards you, intent on dissolving you with its acidic mucous secretion and feeding on your liquid remains. You must fight it. Normal edged weapons have little effect on Lavaworms. If you possess a pouch of salt, turn to **21**. If you do not have any salt, you must fight the Lavaworm with your sword. Turn to **336**.

**175**

A small glass vial flies up through the trapdoor and shatters on impact with the floor to release a cloud of green gas from the broken glass. The gas spirals towards you, enveloping you and making you choke. Gasping for air, you climb down the rope ladder as fast as you can, but cannot escape the encircling cloud of poisonous gas. You drop to your knees, clutching your throat, and fall unconscious. Your adventure is over.



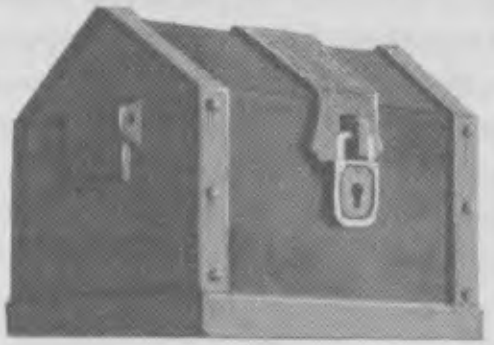
**176**

You put your index finger to your lips, motioning to Hakasan to keep quiet. Walking as quietly as possible, you take a short detour on your trek to Yaztromo's Tower. Turn to **246**.



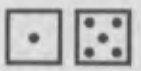
**177**

You soon arrive at the lair of the slain Norgul, where its cauldron is still bubbling away, suspended above the dying embers of the fire. You walk through the lair and soon arrive at another junction. If you want to go left, turn to **28**. If you want to go straight on, turn to **316**.



**178**

There are five streets to choose from – River Street, Palace Street, Temple Street, Market Street and Thread Street. You discount River Street since it is unlikely the guards would take Nicodemus back over the river, and also Market Street, as it only leads to the main gates. Temple Street is blocked by a stack of handcarts belonging to market porters who are waving placards in protest against low wages, which leaves a choice of two streets. If you want to go down Palace Street, turn to **371**. If you want to go down Thread Street, turn to **80**.



### 179

A search of the Ogre yields 5 Copper Pieces and an iron key which it was wearing around its neck on a piece of string. You pocket the coins and the key, and turn to the timber yard owner, who steps backwards, afraid that you might attack him. He apologizes profusely and begs you not to harm him, offering you 10 Copper Pieces and 3 Gold Pieces in payment for having treated you so badly. You snatch the coins from him and walk back down Armoury Lane to the market square and on to Beggar's Alley. Turn to **283**. Or, if you have not done so already, you may go back to the market square to go to Silver Street. Turn to **104**.

### 180

You pocket the merchant's pass and hand 10 Gold Pieces to Cris before stepping into the small rowing boat laden with wicker baskets. Dod pushes the boat out into the river, saying, 'Moor up at Lobster Wharf. It's very crowded there and nobody will be bothered about you. But don't come back here without my boat. Remember I've got your horse! No boat, no horse. Do we have an understanding?' You nod your head in agreement, smiling, and wave goodbye, reminding Cris to feed and water Stormheart whilst you're away. Turn to **395**.



### 181

You place the bottle to your lips, hesitating for a second before gulping down the liquid. You feel a warm glow in your throat which spreads down into your stomach. You have drunk a Potion of Strength. Add 2 *SKILL* points, 3 *STAMINA* points and 1 *LUCK* point. With a smug grin on your face, you apologize insincerely to Hakasan for drinking it all. If you have not done so already, you may either eat the apples and cheese (turn to **266**) or try on the signet ring (turn to **141**). If you would rather leave these items behind and continue on your journey, turn to **383**.

### 182

You are unable to dive out of the way in time. The massive boulder hurtles down and crashes into you with fatal impact. Your adventure is over.





### 183

You are engulfed by a swarm of flying insects which bite and sting you all over. You can hardly see a thing, and swiping at them with your sword is pointless. Lose 4 *STAMINA* points and 1 *SKILL* point. If you are still alive, you are relieved to see Yaztromo come to your aid, blasting the insects with a Volcano Spell which makes them all explode, showering the Skeleton horde with insect fragments. Zanbar Bone rages from his throne, and commands his tentacled beast to attack. Turn to **11**.



### 184

The man smiles, turning over the card to reveal a jack of hearts. 'Hard luck, stranger,' he says hollowly. 'I'm afraid you failed to find the lady. Your sword, please.' If you want to hand over your sword, turn to **4**. If you want to ask him to turn over the queen of spades card before handing over your sword, turn to **155**.



### 185

Hakasan comes bounding into view with a frown across her face. 'No rabbits, I'm afraid,' she says disconsolately. 'Looks like it's going to be nuts and dry berries again tonight.' Hakasan shares her meagre rations with you, which at least stops your stomach from rumbling. Add 1 *STAMINA* point. You stoke the fire before retiring to the pigpen, taking it in turns to sleep whilst the other keeps watch. You hear sporadic grunts and growls from outside, but the night passes without incident. You set off early next morning towards Darkwood Forest, convinced that your treasure-hunting fortunes will soon change. Turn to **56**.

### 186

You put the wooden box on the ground and swing your sword down hard on it, cleaving it in two. You notice a small lead ball roll out of the box at the same time as a cloud of green gas escapes from a glass vial that is shattered by your sword. The gas envelops you, making you choke. You run out of the cave and down the tunnel, gasping for air, but cannot escape the poisonous gas cloud. You drop to your knees clutching your mouth, and fall unconscious. Your adventure is over.





*Behind the wooden bar stands a stern-looking man*



187

The Black Lobster Tavern is like any other tavern in Port Blacksand where the ale flows freely. Everybody is on the make. Slippery-tongued rogues with multiple tattoos, slicked-back hair and darting eyes sell worthless treasure maps to gullible customers. Smiling charlatans with flowing locks sell dyed water as potions of strength. Sly-looking crooks take good money from would-be fortune hunters in payment for blunt swords sold as magic dragon-slaying weapons. And sly thieves simply steal money and purses from their victims when the chance comes. You open the large oak door and are met by a waft of stale air and a cacophony of noise from the drunken sailors, boat builders, fishermen and fish-market workers packed into the dimly lit tavern, sloshing down mugs of ale and bragging loudly about their seafaring adventures. Behind the wooden bar stands a stern-looking man wearing a dirty apron over his white vest. He has gold earrings in both ears, and his chest and arms are covered in tattoos. There is a sign above the bar which says *Sail in a gale with Armpit Ale*. The innkeeper eyes you suspiciously as you approach the bar. In the far corner of the tavern you catch sight of two men sitting at a table rolling dice with a lot of noisy enthusiasm. If you want to talk to the innkeeper, turn to **317**. If you want to join the men playing their dice game, turn to **16**.



### 188

The wall is some four metres high and made of smooth stone; there is nothing to take hold of to climb up. You look down the street and see two men walking towards you in white hats and aprons, their faces dusted with flour. They are bakers, and look very tired from kneading heavy dough and baking bread since dawn. Will you:

Ask the bakers to help lift you over the wall? Turn to **137**
Forget the idea and look at the houses? Turn to **12**
Have a look at the shops? Turn to **305**



### 189

You find a jar and a bandage at the back of the drawer. The words *Cure-all – do not eat* are scribbled on the label of the jar. You uncork the jar to find it contains a small amount of yellow paste at the bottom which smells like rotten eggs. Will you:

Eat some of the paste? Turn to **35**
Rub a small amount of paste on a wound? Turn to **103**
Take the jar and bandage back to Hakasan? Turn to **325**



### 190

Hakasan stares at you coldly and says, 'I'm not so sure. How did he know so much about Zanbar Bone? And how do you explain the keystone? But as you wish. Let's get him buried and be on our way. Poor man, what a terrible way to end his life.' You find a long branch to use as a lever to lift up the block of granite, enough to pull poor Horace out from underneath. You bury him and mark his grave with a small pile of stones with Hakasan notably silent throughout, lost in solemn thought. 'So where should we go to now?' she asks without much enthusiasm in her voice. If you want to say you should keep on walking towards Darkwood Forest, turn to **139**. If you want to suggest that you head west, turn to **342**.

### 191

The little old man lets out a huge cheer as you dispatch the last of the Blue Imps. 'Wonderful! Wonderful!' he shouts out happily at the top of his voice. 'I'm saved! I'm saved!' You untie the ropes binding him to the post and he starts jumping in the air with excitement. You ask him how he ended up becoming a human scarecrow. 'Those damned Imps,' he says angrily. 'I was on my way to Deedle Water a week ago, and had camped down for the night. I was asleep when they crept into my camp and kidnapped me. They bound my wrists and ankles and brought me here hanging from a pole carried by



two of the little rascals. That was not an enjoyable experience, I can tell you. They are so short, I kept bumping my head on the ground! Well, it only got worse, didn't it? They plonked me here in the middle of their blueberry bushes and said that unless I scared the birds away, they would eat me! Carnivores, that's what they are! Can you imagine those horrible little creatures with their knives and forks slicing me up? There's hardly any meat on me! Why would they bother? They'd be better off eating the blooming blueberries, but they don't. They grow blueberries just to make a special dye which they rub on their skin to make it turn blue. I love eating blueberries myself. Which reminds me – I'm starving!'

The old man begins cramming handful after handful of blueberries into his mouth. You follow his lead and gorge on the tasty berries until you can't eat any more. Add 2 *STAMINA* points. Finally he lets out a satisfied, loud burp and asks you where you are headed, and you reply that you are on your way to Moonstone Hills on a quest. He lets out a low whistle, and says, 'Well, a bit of advice for you, then, before I go. If you are thinking of sleeping out here on the plain, make sure you build a fire to keep away the hungry critters roaming around at night. And since you are going to be exploring caves, here's a lump of stikkle wax in case you get bitten by a Gronk. Just rub it on the bite and you'll be fine. Now I must be on my way to Deedle Water. My wife



will be wondering what happened to me.' He shakes your hand and wishes you luck. You watch him gather up some blueberries before heading off. If you want to look inside the Blue Imps' cabin, turn to **38**. If you would rather carry on to Moonstone Hills, turn to **134**.



**192**

You hand your weapons over to Twoteeth, and take off your backpack to let Stinkfoot look inside. 'Thank you,' Twoteeth says insincerely. 'You can go now. We'll look after your things, won't we, Stinkfoot? That will teach you to try and trick your way into Lord Azzur's palace. Go on, beat it.' You complain vociferously, but the Trolls insist that you leave, and threaten you with jail if you don't. Complaining is futile, and there is nothing you can do to stop them sharing out your weapons and belongings between them. You have lost everything except for your jewellery and the items in your pockets. Lose 2 *LUCK* points and 2 *SKILL* points. The only hope you have in gaining entry to the palace is to walk over to the lone guard standing on the corner of Palace Street, knock him out to take his armour and weapons, and try to enter the palace disguised as a guard. Turn to **59**.



193

You empty the Wild Hill Men's leather shoulder bags on to the ground and find a small pig carved out of stone, 2 Gold Pieces, a small box of fish hooks, a piece of flint and a small bag of salt. You take the items you want, and also a small hand axe, a bow and six arrows. Pleased with your haul, you set off again. Turn to **345**.

194

Whilst she is resting, you take the opportunity to pick some ripe berries from nearby bushes, which you share with Hakasan. Add 1 *STAMINA* point. Feeling better, Hakasan stands up, and you set off again. A few minutes later, you hear somebody in the distance call out, 'Bigleg! Bigleg! Where are you?' If you want to see who is calling out, turn to **159**. If you want to keep quiet and avoid whoever it is, turn to **176**.

195

Ten Gold Pieces seems like a lot of money to pay for a dagger, but Cy assures you that not only will the dagger fly true when thrown, its blade, which is made of the finest Salamonian steel, is guaranteed to pierce almost anything. You hand 10 Gold Pieces to the Cyclops and place the dagger in your belt. Add 1 *SKILL* point. There is nothing else that you can afford to buy, so you leave the shop and walk to the end of Armoury Lane. Turn to **33**.



196

The pendant lies unseen in the undergrowth as you set off in the direction Bignose suggested. Turn to **333**.

197

You head down the narrow left-hand tunnel for thirty metres wondering where the passage might lead to. Suddenly you hear a dull rumbling sound coming from behind you. Turn to **157**.

198

Nicodemus calls to you, saying he is running out of energy and will only be able to keep Zanbar Bone in place for a few seconds more. Yaztromo is breathing hard, exhausted from casting spells, and it is all Hakasan can do to stop the front row of Skeletons from breaking through. You grab the flintlock pistol from your belt, take aim at the Demon Prince's skull, and pull the trigger. There is a puff of smoke as the black powder ignites in the gun barrel with a bang, shooting out the lead ball. Roll two dice. If the number rolled is equal to or less than your *SKILL* score, turn to **267**. If the number rolled is greater than your *SKILL* score, turn to **119**.



**199**

Your sword finds its mark, sinking into your attacker's shoulder with a dull thud. It makes a gurgling sound in its throat but increases its grip on your ankle. The creature shuffles into the shaft of light shining down from the room above, and you see it has pallid grey skin covered with festering sores. Its gaping mouth is torn away on one side to reveal broken black teeth and a lolling tongue, and its sunken eyes are red-rimmed and lifeless. Oblivious to the gaping wound in its shoulder, the ZOMBIE lurches forward trying to bite you. You must fight the undead creature.

*ZOMBIE* *SKILL 6* *STAMINA 5*

If you win, turn to **67**.

**200**

You run through the tall grasses without stopping until you can run no further. Lose 1 *STAMINA* point. You are exhausted and have to pause to get your breath back. Chalice is less than a kilometre away and there is still no sign of the Chaos Warrior. To your left is the vast field of ripe corn and before you stands a farmhouse. You see a man come out of the farmhouse and climb into the driver's seat of a loaded cart tethered to a grey horse. The man cracks his whip and the horse sets off at



a fast trot, heading in your direction. If you want to call out to the man to ask if he has seen Klash, turn to **91**. If you would rather watch him drive by without saying anything, turn to **260**.

**201**

You try to turn the brass handle, but the door is firmly locked. If you want to pull the cord to ring the doorbell, turn to **97**. If you would rather leave Hog House, turn to **30**.



**202**

The monstrous creature lumbers forward, its tentacles curling in and out of its cavernous mouth, trying to snare you. Its iron-like hide is difficult to pierce with normal weapons, and its swirling tentacles make it difficult to fight. You must reduce your Attack Strength by 4 points during each Attack Round.

*QUAG-SHUGGUTH* *SKILL 12* *STAMINA 13*

If you win, turn to **362**.

### 203

You walk down the narrow tunnel some forty metres, the light from your lantern casting eerie shadows against the rock wall. Suddenly you hear a dull rumbling sound coming from behind you. Turn to **157**.

### 204

You dive sideways, trying to avoid being hit by the arrows. Roll two dice. If the number rolled is less than or equal to your *SKILL* score, turn to **3**. If the number rolled is greater than your *SKILL* score, turn to **364**.



### 205

Luckily for you, the pirates are looking in the other direction when you surface. You breathe in a lungful of fresh air and dive down again to continue swimming underwater. You see reeds in front of you in the murky water, and swim towards them so that you can surface hidden from view. When you reach the reeds you find Onx is already there. He hands you a reed and whispers to you to keep your head under the water and breathe



through the reed. You wait ten minutes before surfacing again to find that the pirates have gone. You climb out of the river and begin the walk back to Largo. Onx is very upset that his boat was sunk by the pirates. He says a new boat will cost him 10 Gold Pieces to have made, and offers to sell you a bottle of healing potion for 2 Gold Pieces to help pay for it. If you want to buy the healing potion, turn to **18**. If would rather decline his offer, turn to **170**.

### 206

Lion Street is cobbled, and much wider and brighter than Beggar's Alley. It certainly looks to be in a more affluent part of the town. On the opposite side, a high wall runs the length of the street. There are stone gargoyles fixed to the top of the wall every ten metres or so, staring down threateningly at all who might pass by. Above the wall you can just see the top floor and roof of a large mansion house. Whoever lives there obviously wants privacy and does not welcome visitors. On the near side of the street there are a few shops to your right and houses to your left. Will you:

| | |
|---|---|
| Try to climb over the wall of the mansion house? | Turn to **188** |
| Take a look at the houses? | Turn to **12** |
| Look in the shop windows? | Turn to **305** |

**207**

After paying your entry fee, the guard calls for the main gates to open. As you pass through the gates, you are suddenly grabbed by four other guards and pulled off your horse. Before you have time to react, iron shackles are clamped on your wrists and you are led off to the guardhouse nearby and thrown in the cells downstairs. You rattle the cell bars in anger, demanding to know why you have been put in jail. One of the guards looks coldly at you, and says, 'You shouldn't steal people's horses. You probably thought you were going to get a good price for it here, didn't you? Tell that to Lord Azzur. If you escape with your head, you'll be lucky. You'll more likely end up on Gallows Hill.' With that he turns and walks upstairs. You call out to him, protesting your innocence, but your words fall on deaf ears. Your adventure is over.

**208**

Flashing your sword swiftly through the air, you survive the battle unscathed. Add 1 *LUCK* point. Breathing a sigh of relief, you carry on down the tunnel and soon arrive at another junction. If you want to go left, turn to **197**. If you want to go right, turn to **292**.





**209**

The DWARF jumps up and grabs his shield, and runs at you swinging his battleaxe, yelling a war cry at the top of his voice.

*DWARF* *SKILL 7* *STAMINA 7*

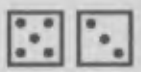
If you win, turn to **381**.

**210**

You empty the Man-Orc's pouch to find a piece of chalk, some dried nettles and a tiny cast-iron pig trinket. If you want to go back down into the cellar to examine the crack in the wall, turn to **244**. If you would rather leave the cottage to carry on towards Moonstone Hills, turn to **164**.

**211**

You warn the urchin that you will come back and find him if the information you are paying for is false. 'I saw them! Honestly I did. It was the funny old wizard who lives under the bridge who was being dragged through the square by two of Lord Azzur's Imperial Guards. They were Trolls! Nobody dared challenge them. They barged through the crowd and disappeared down Palace Street,' the boy says convincingly. You give the boy 1 Gold Piece and decide which way to go. If you believe the urchin and want to go down Palace Street, turn to **371**. If you want to go down one of the other streets, turn to **178**.





*An old man pops his head through the trap door and looks at you suspicious*

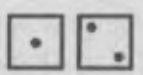


**212**

Although you're excited by the thought of having finally reached your goal, you approach the iron chest with caution. Much to your surprise, there is no lock on the chest. Sensing a trap, you lift the lid with the tip of your sword, and cannot believe your eyes when you do. Apart from a small wooden box inside, the chest is empty! Somebody has beaten you to it. You curse loudly and kick the chest in anger, which sends it spinning across the cave floor. The wooden box falls out, and you pick it up to see that it is made of polished mahogany and has an ornately carved lid with a beetle motif in its centre. You shake the box and hear something rattle inside. Inspecting it closely, you see that the lid is tight-fitting. If you want to open it, turn to **307**. If you would rather put the box in your backpack without opening it, turn to **389**.

**213**

An old man pops his head through the trapdoor and looks at you suspiciously. He has thinning white hair and is wearing a sleeveless jacket over his dark green shirt. He climbs up the ladder and steps into the room, keeping his eyes on you, a glass vial held threateningly in one hand. 'Don't even think about it,' the man says coldly, gesturing towards your drawn sword. 'Put your weapons away so we can talk. You are right, I am Gurnard Jaggle. I would be willing to tell you about my puzzle boxes, but



the information will cost you 3 Gold Pieces.' If you want to pay his price for information about the wooden box, turn to **108**. If you would rather tell him you are going to leave his tree house and continue on your journey, turn to **29**.

**214**

The old man quickly shakes your hand, eager to close the deal. He's clearly very pleased with his purchase. You put the 10 Gold Pieces in your pocket and casually ask who Gurnard Jaggle might be. 'He is my brother! He is a very talented man, but he was robbed of the only treasure he ever found and that made him bitter and twisted. He started doing some bad things and disappeared a few months ago. It's all very sad. Anyway, I'm closing my shop for thirty minutes, so I'm going to have to ask you to leave.' A sideways glance at Crusha shows that he means business. You bid Jethro Jaggle farewell and leave his shop to walk to the end of the street. Turn to **82**.

**215**

As soon as you have finished your breakfast, Yaztromo hands you 15 Gold Pieces and tells you to get ready to depart. You meet him on the ground floor, where he asks you to touch the tips of the fingers of your fighting arm with the fingertips of his opposite hand. A bolt of energy suddenly shoots up your arm and you immediately feel incredibly dexterous and powerful. Increase your *SKILL* score to 12. Turn to **272**.



**216**

You rummage through your backpack and find a few scraps of food to eat. Add 1 *STAMINA* point. It is a cool evening and so you decide to make a campfire. You roll out your blanket and lie down with your sword nearby for comfort, to enjoy the warmth of the flickering flames. A full moon rises in the night sky and you stare at the bright stars, thinking about the events of the day before eventually drifting off to sleep. You have not been asleep for long when you are woken by some snuffling sounds. You jump up, grab your sword and peer into the half-light looking for movement. Suddenly you see something. It's a large, round black shape and it is coming slowly towards you on four stumpy legs, its snuffling sounds getting louder and louder. A cloud that was partially blocking out the moon drifts away and you see the creature in front of you in the moonlight. It has a huge head with an enormous tusked mouth, wide snout, tiny eyes and ears, and a thick-set neck that joins its head to its bulbous body covered with thick grey hide. Its keen sense of smell has led the HIPPOHOG to you, looking for its evening meal. On seeing you, the Hippohog breaks wind, releasing a stench that is so rancid that it makes you retch and feel light-headed. Hippohogs overcome their prey by first disabling them with their acrid intestinal gas before trampling them underfoot. But they are also afraid of fire. *Test Your Luck*. If you are Lucky, turn to **123**. If you are Unlucky, turn to **278**.



**217**

You unwittingly step on a snake which was bathing in the warm early morning sunshine. It rears up on its tail, coiled like a spring, and strikes at lightning speed, sinking its fangs into your leg to inject toxic venom into your veins. It slithers off quickly into the undergrowth. It has distinctive black zigzag markings running the length of its yellow back, leaving you in no doubt that you have been bitten by a deadly YELLOWBACK SNAKE. Your leg immediately goes numb and starts to swell up, and you drop to the ground, rolling around in agony. If you took a bottle of oil from a street-sweeper in Chalice, turn to **10**. If you do not have a bottle, turn to **332**.

**218**

You put the pendant in your back pocket, not realizing that there is a hole in it. It falls out through the hole and disappears into the undergrowth. *Test Your Luck*. If you are Lucky, turn to **320**. If you are Unlucky, turn to **196**.

**219**

You walk across the beautifully manicured lawn and up the marble steps to the formidable shiny black front door. A cord with a brass knob at the end hang downs to your left. If you want to pull the cord to ring the doorbell, turn to **97**. If you would rather try opening the door, turn to **201**.



**220**

The bandits are excellent bowmen, and before you are able to reach cover, more arrows thud into your body. Roll one die. This is the number of arrows that strike you, with the minimum number being two. Lose 2 *STAMINA* points for each arrow that finds its mark. If you are still alive, turn to **312**.

**221**

Your rowing boat is met by hail of crossbow bolts, some bolts lodging into the hull and others flying overhead, but none hit you. Nicodemus mutters more arcane words, creating an invisible shield which is only noticeable when you see crossbow bolts deflecting off it to land harmlessly in the river. You pass under the arch of the city wall, rowing away from Port Blacksand as fast as you can. With nobody in pursuit, you settle down to row steadily upriver, discussing the threat of Zanbar Bone. Turn to **379**.

**222**

The dagger misses its target, flying harmlessly past the Demon's skull. Unable to hold back the Skeleton horde any longer, Hakasan is pushed to the ground and trampled underfoot. Before you can draw your sword, the Skeletons are on top of you, their spears and swords piercing your flesh. You sink to your knees, defeated. Your adventure is over.



## 223

Onx dives into the water and swims to the bank as the pirate boat rams your boat, splitting it in two. You are thrown into the fast-flowing river with the oarsmen plunging their oars into the water to strike you. You are caught on the side of the head by one of the oars, which knocks you out. The pirates grab hold of you and haul you into their boat. You wake up to find that they have taken all of your possessions, including your sword. They chain your ankle to the bench seat in the boat and give you an oar. 'Welcome aboard,' says the sneering captain. 'You are now officially under the command of Captain Crow. Row hard and you might get fed.' You try to convince the captain about the imminent return of Zanbar Bone, but he tells you to stop making up fanciful stories and concentrate on rowing. Wondering about the fate of poor Hakasan, you begin your new life as a river pirate. Your adventure is over.





## 224

You hear a loud screech overhead, and look up to see a giant winged reptile with a long tail diving straight down towards you. Its scaly skin is bronze in colour, and it has a long head with an elongated jaw housing rows of needle-sharp teeth. Before you have time to draw your sword, the TERROSAUR strikes, sinking its sharp claws into your arm and swooping back up into the sky with you in tow. The pain is unbearable. You try to wriggle free but give up when you see you are too high in the sky to risk falling to the ground. The screeching reptile heads west at speed, flying over the Moonstone Hills towards the foreboding line of giant trees which marks the edge of Darkwood Forest. Banking to the right, it glides north over the high treetops and beyond, crossing Red River and the Pagan Plains towards the solitary peak of Firetop Mountain. As you close in on the red-topped mountain, you see a large nest built on a rocky ledge halfway up. The Terrosaur circles the nest, calling out with high-pitched screeches to two hatchlings which are excitedly flapping their leathery wings. You realize that you are going to be their next meal. There is nothing you can do to stop the giant reptile gliding down to its nest to feed you to its offspring. Your adventure is over.



*An enormous troll's head some five metres high carved out of the face of a rocky outcrop*

**225**

The undergrowth thins out a little, allowing you to make better progress. You keep going until you reach a clearing where you see an enormous Troll's head some five metres high carved out of the face of a rocky outcrop. The idol is partly concealed by moss and vegetation, and has stone steps leading up to its open mouth, which is nearly two metres in diameter. If you want to walk into the open mouth of the idol, turn to **37**. If you want to keep on walking, turn to **284**.

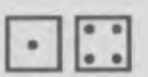
**226**

The Blue Imps may be small in height, but they are very quick and dexterous. Fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First BLUE IMP* | *6* | *5* |
| *Second BLUE IMP* | *6* | *4* |
| *Third BLUE IMP* | *6* | *5* |

If you win, turn to **191**.



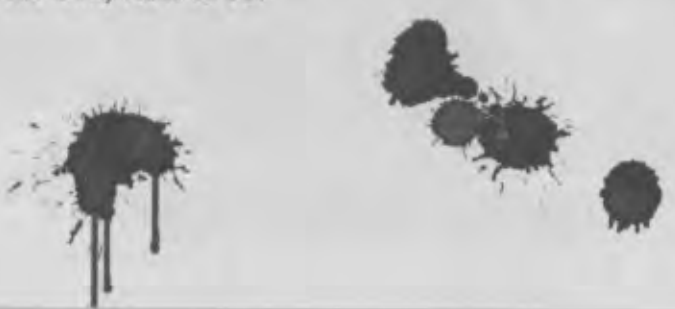


### 227

A quick search of the Dark Elves' pockets yields 1 Gold Piece, 2 Copper Pieces, and a small silver box containing a silver key. You put the items in your backpack and take one of the serrated knives for good luck. You climb back on to Stormheart and ride off again, determined not to stop again for any reason. Turn to **66**.

### 228

There is no sign of life. The main farmhouse building is in total ruin, but there is a wooden pigpen at the back which remains standing. You open the hatch and your nostrils are met by a ripe, fruity aroma which makes you cough. But at least the pigpen is dry inside, has a roof and four walls, and should keep out unwanted creatures of the night. Hakasan says she is going to try to catch a rabbit for supper in the dying light of the day. You wish her luck and build a fire using the wood from a broken table you find in the ruins. With the fire lit, you rummage around the ruins and find a pair of dirty old leather boots inside a wooden box hidden under some rubble. They appear to be your size. If you want to try on the boots, turn to **393**. If you would rather leave them in the box, turn to **98**.





### 229

The Man-Orcs have leather pouches on their belts which you empty out on to the floor. You find a Copper Piece, seven teeth, a silver button, a glass eye, an arrowhead and three polished stones. After taking what you want, you look round the room to see if there is anything else which might be of use to you. There are five jars on a shelf containing rats' tails, small bones, worms, dead flies and sheep's eyeballs. You have room in your backpack for one jar, but if you want to take more, you will have to leave something behind for each additional jar you take. In the far corner of the room, you discover a wooden trapdoor partly hidden by an old iron stove. If you want to move the stove to unbolt the trapdoor, turn to **130**. If you would rather leave the cottage and carry on towards Moonstone Hills, turn to **164**.

### 230

You put the first of the twenty brass keys into the lock, but it fails to unlock the door. Your luck changes with the eighth key you try, and you hear a satisfying click as the lock turns in the door. You pull on the door, which creaks open on its rusty hinges. The stone steps lead down to a cold and gloomy corridor below, which is lit by oil lamps suspended from the ceiling. You walk slowly down the steps, trying not to make any noise, and soon arrive at a junction. You hear the sound of footsteps coming down the left side of the corridor, and decide to investigate. Turn to **295**.



### 231

A search of the Norgul's lair reveals a string purse hidden in a small recess in the wall. You untie the purse and find that it contains 5 Gold Pieces. Add 1 *LUCK* point. You place the purse in your backpack and walk over to the tunnel at the back of the Norgul's lair and soon arrive at another junction. If you want to go left, turn to **46**. If you want to go right, turn to **111**.

### 232

You run through the clearing, holding your breath, to where Hakasan is waiting for you. 'That was the most hideous thing I have ever seen in Darkwood Forest,' she says with disgust. You carry on heading west, and progress becomes easier as the undergrowth thins out. Walking along, it dawns on you that all the birds and creatures have gone quiet, and you comment on the fact to Hakasan. 'Something must have spooked them,' Hakasan says, drawing her sword. You stand still, listening out for any noises. 'What's that?' asks Hakasan. You concentrate hard, and hear faint rustling sounds coming from the left, and then from the right. You tell Hakasan to stand back-to-back with you and be ready to challenge whoever is approaching. You do not have to wait long to find out who it is. 'Put down your swords. Put down your backpacks. And walk back the way you came. There are six arrows pointed at you. You have ten seconds to make up your



mind,' a man's deep voice commands coldly. If you want to obey the unseen man, turn to **377**. If you want to stand your ground, turn to **124**.

### 233

Hakasan agrees with your decision, saying, 'We need to get to Yaztromo's Tower before dark or we could be in for a very challenging night in Darkwood Forest!' Turn to **225**.

### 234

Hanging on to the top of the wall, you ease yourself down as far as you can. With your legs dangling down, you drop to the ground below, twisting your ankle badly as you land. Lose 1 *SKILL* point and 1 *STAMINA* point. You are annoyed at yourself for getting injured unnecessarily. You look both ways down the street and decide what to do. If you want to look at the houses, turn to **12**. If you want to walk over to the shops, turn to **305**.

### 235

You tell Bignose that you do not have many items to barter with, but say you would like his battleaxe if a deal could be done for it. If you want to offer him your goblet with the unicorn-head motif and brass bell in exchange for his battleaxe, turn to **120**. If you would rather offer him your brass bell and candle for it, turn to **344**.



### 236

Clambering up and down hills, over boulders, rocks, stones and shale all morning is very tiring and thirsty work. You slip over several times, hurting your arm in one particularly bad fall. Lose 1 *STAMINA* point. You push on, reaching a narrow gully between two steep hills through which a stream is gently running. If you want to stop to fill up your water flask, turn to **95**. If you would rather keep on walking east, turn to **345**.

### 237

Roll two dice, and add 4 to the total if you are using Lucky Bones. If the number is 8 or higher, turn to **75**. If the total is 7 or less, turn to **366**.

### 238

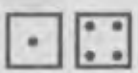
Hakasan nods her head in agreement and says, 'If it is true, this news about Zanbar Bone is very grim. It is fortunate that we are close to Darkwood Forest. We should go to Yaztromo's Tower without further delay. We have to warn him. He might be under attack even as we speak. Let's bury the stonemason and be on our way.' You find a long branch to use as a lever to lift up the block of granite, enough to pull Horace's body out from underneath. You bury him and mark his grave with a small pile of stones. You set off towards the wall of oak trees standing tall ahead. Your mind is spinning,



thinking about the events of the past twenty-four hours. You see a gap in the trees where an animal path cuts through the thick undergrowth and tangled roots. You enter the forest, which is a stark mixture of light and shadow. Shafts of bright light shine down through holes in the heavy blanket of leaves above, and there's a cacophony of sound coming from the twittering birds warning the forest's inhabitants of your arrival. It is not long before you come to a fork in the path. 'We need to go left,' Hakasan says firmly. 'Yaztromo lives west of here.' Turn to **252**.

### 239

The market square is soon a place of frantic hustle and bustle as traders haul their goods into the square, with everybody trying to be first to set up their stalls. Early customers arrive dressed in fancy headgear and long, colourful robes, darting between the stalls, scouring the tables looking for bargains. The place is awash with noise, with traders and entertainers shouting loudly to attract custom. There are arm wrestlers, fortune tellers, magicians, snake charmers, and even an organ grinder with his pet monkey collecting coins in a tin mug from onlookers. A shifty-looking girl, perhaps eighteen or nineteen years old, with long black hair and wearing a dark grey belted smock and black leggings, momentarily catches your eye as she walks past. She is following



an old man who is carrying a small canvas backpack. Suddenly a blade appears in her hand from nowhere, and you watch her deftly slice open the bottom of the man's backpack. She slips her hand inside and takes out a leather pouch, turning quickly to disappear into the crowd. If you want to challenge the thief, turn to **387**. If you want to ignore the robbery and look around the market, turn to **247**.

### 240

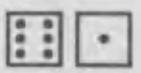
The owner of the timber yard leaves after a few minutes, and you are left alone with Olaff the Ogre. You ask him some questions but he doesn't reply. You give up trying to talk to him, and carry on piling beams on to the shelves. The owner comes back an hour and a half later, by which time you have finished loading the shelves and are quite exhausted. Lose 1 *STAMINA* point. He walks up to you and says with a smirk on his face, 'Well done, you can go now.' You ask him for payment and he looks at you quizzically and says, 'Payment? What payment?' The Ogre sidles up alongside him, grinning, brandishing an oak club. If you want to fight the Ogre, turn to **113**. If you would rather go back to the market square to walk down Beggar's Alley, turn to **283**.





### 241

You scan the many rows of bookshelves and pull out a large leather tome entitled *Demon Princes*. You flick through the pages and open the book at the chapter headed 'Skeleton Demons', where you find a page dedicated to Zanbar Bone. You read that he was born in Fang, the son of two merchants who were secret cultists devoted to the Demon Princes of Titan. Bone went on to study magic in the Forest of Yore and later developed a bitter rivalry with Yaztromo and Nicodemus. He hated them both, and turned evil to learn dark magic to defeat them. However, Bone lost a firestorm battle of magic with his former mentor and teacher, the archmage Vermithrax, and was severely wounded and reduced to nothing more than a barely living skeleton. He disappeared into the night and was not seen again for decades. He reappeared as a Skeleton Demon, known as the Night Prince, and ruled parts of northern Allansia from his Black Tower with the help of his undead and demonic followers. His powers are many, including his ability to paralyse and hypnotize victims, or to destroy them with demon fire and magical energy. The most alarming fact about Zanbar Bone is that defeating him is never permanent. He always returns from the Demon Plain more powerful than ever before, and new ways must be found to defeat him. 'So now you know who we are dealing with,' Yaztromo says solemnly, looking



over your shoulder. 'We need Nicodemus's help. You must go to Port Blacksand tomorrow. You'll find him in his wooden hut beneath Singing Bridge. He won't want to come, but you have to bring him here. We need all the help we can get to defeat Zanbar Bone when he reappears. Anyway, that's tomorrow's task. For now, let's eat and enjoy each other's company.' Turn to **14**.

**242**

You see an old tree trunk with crumbling bark which is host to a cluster of fiery-red capped mushrooms. Your stomach rumbles noisily and you realize just how hungry you are after your exploits in Skull Crag. If you want to eat some of the mushrooms, turn to **285**. If you would rather look for something else to eat, turn to **224**.

**243**

You are sprayed with acidic sap, which eats into your flesh. Lose 4 *STAMINA* points. If you are still alive, you watch it continue to pump out of the creeper, causing a foul-smelling cloud of vapour to rise from the ground, hissing like gas. It makes you cough, and you have no choice but to follow Nicodemus into the tower, where Hakasan slams the door shut behind you. Turn to **279**.



**244**

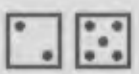
You find a folded piece of paper jammed into the crack in the wall. You pull it out and go back up the steps to read what is written on it. It's a grim message which must have been written by the person who turned into the zombie you encountered in the cellar. It tells of his terrifying experience of being bitten by a zombie whilst mining for gold in Moonstone Hills. The other miners, fearing he might bite them, brought him to the ruined cottage and locked him in the cellar, leaving him to rot. It ends with an apology, saying, 'If I attacked you, I am sorry. It was not of my own doing but of the zombie I will have become. All that is mine is now yours. Look under the steps.' If you want to go back down into the cellar to look under the steps, turn to **391**. If you would rather leave the cottage to carry on towards Moonstone Hills, turn to **164**.

**245**

Another arrow finds its mark, and you reel back from the impact of it hitting you in the shoulder. Lose 2 *STAMINA* points and 1 *SKILL* point. Hakasan helps you pull the arrow out of your shoulder and stop the bleeding. Turn to **372**.

**246**

The sunlight is fading fast, and long shadows creep across the forest floor, making everything look eerie, but you take comfort knowing you can't be too far away from Yaztromo's Tower. Turn to **333**.



### 247

There are plenty of things in the market that you would like to buy, especially the food, but you are penniless. You see a slim, bald-headed man with a long face and unusually long ears who is wearing a black waistcoat over a white shirt tucked into tight-fitting black trousers. He is sitting on a spindle-back chair at a small, green baize-covered table on which three playing cards are lying face down. He stares at you with a piercing look and asks, 'How much is that sword of yours worth to you? Would you dare to play a little game of Find the Lady? If you win, I'll give you 5 Gold Pieces. If you lose, you will give me your sword in exchange for mine. What could be fairer than that?' If you want to play his game, turn to **291**. If you would rather leave the market square, turn to **58**.

### 248

The vial lands intact on a patch of grass some twenty metres away. Hakasan looks at you in a state of shock and says, 'We are very lucky the vial didn't break. It could have been the end of us. But let's not worry about that now.' Turn to **321**.

### 249

You shake your head and tell the man that you are not from Port Blacksand. 'Neither am I,' he continues. 'My name is Mungo. I sailed here yesterday from Oyster Bay with a cargo of fish which I sold this morning in the market for a tidy profit. I spent it all on anchors, rope and fishing nets to sell in Oyster Bay. I've had a good day's business, I can tell you. I'm sailing back this afternoon, leaving on the next high tide. I'm not sure what brought you here, but if you have got nothing planned, I'm looking to hire a crew if you are interested? My deckhand has gone missing.' If you want to agree to sign on as a deckhand, turn to **129**. If you want to decline Mungo's job offer, you can either join the men playing their dice game (turn to **16**) or leave the tavern to walk down Harbour Street towards Singing Bridge (turn to **63**).



### 250

It doesn't take long to gather enough branches to build a bivouac. You start by making a tripod using the three longest branches, which you tie together at one end with a long strip of thin bark. You lean the remaining branches against the tripod until the bivouac is complete, leaving a small opening at the bottom to climb through. Happy with your shelter, you rummage through your backpack and find a few scraps of food to eat. Add 1 *STAMINA* point. It's a cool evening but you should be warm enough under your blanket inside the bivouac. If you want to build a campfire nevertheless, turn to **144**. If you would rather go straight to sleep, turn to **107**.





*Lurching towards you is a Sporeball*



**251**

You continue hacking your way through the thick bushes and undergrowth of the dense forest. You come to a tree stump which has been carved into the shape of an ancient throne, above which there is a dented pewter mug hanging in mid-air on a piece of string tied to a high branch of a nearby tree. A note written on a piece of paper inside the mug says, *Welcome to the Throne of Wishes. You may make one wish at a cost of 1 Gold Piece. Drop a coin into the mug, sit down on the throne and make your wish.* If you want to pay 1 Gold Piece to make a wish, turn to **112**. If you would rather keep on walking, turn to **348**.

**252**

The narrow path twists and turns through the dense forest before petering out into thick undergrowth, and you have to use your sword to cut a way through. Progress is slow, but you press on. You come to a small clearing where thousands of flying insects are hovering in the sunlight. There is a very bad smell in the air which is coming from the rotting carcass of a deer in the centre of the clearing. There is a cluster of round sponge-like fungi growing out of the carcass, deep red in colour, each the size of a large pumpkin. When you walk into the clearing, a fungus slides off the carcass and short-hops over to you on its squat, concertina-like legs. It is covered with holes which open each time it

lands on the ground, puffing out clouds of red dust into the air. Lurching towards you is a SPOREBALL, a giant parasitic fungus which is contaminating the air with a cloud of toxic dust containing millions of poisonous micro-spores. Will you:

| | |
|---|---|
| Attack the Sporeball with your sword? | Turn to **34** |
| Pour fireroot juice on the Sporeball? | Turn to **105** |
| Hold your breath and run through the clearing? | Turn to **232** |

**253**

The Norgul accepts your offer, and you hand over the jar of eyeballs. It smiles with fake gratitude before smashing you in the face with the jar. Lose 2 *STAMINA* points. You reel back from the blow and draw your sword. Turn to **90**.

**254**

Bignose breathes in deeply through his huge nostrils and says, 'Rumour has it there is a dungeon somewhere deep beneath the forest where the Eye of the Dragon can be found. To find the entrance, all you need to do is find the woodcutter's hut, and that's like finding a needle in a haystack! If I were you, I'd try your luck in Firetop Mountain. They say the place is filled with gold. Or there's always Baron Sukhumvit's Deathtrap Dungeon in Fang. Lots of gold to be won there if you manage to come



out alive. Nobody ever has, mind you. Right, I must be on my way. I've got my second cousin to find. Cheerio!' The Dwarf walks past you, whistling happily to himself, and is soon out of sight. Turn to **246**.

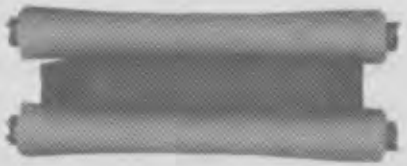


**255**

You climb aboard the cart and sit next to the driver, who introduces himself as Egbert. It's a slow and bumpy ride over cobblestones as the cart wends through the narrow streets of Chalice to the main gates. You give Egbert 1 Copper Piece, which he thanks you for, saying, 'A few words of advice for you. There's somebody from Chalice who makes funny wooden boxes which he hides in caves and the like. If you find one, be careful when you open it. That's all I'm saying. Good luck on your adventure, stranger. You'll need it!' You thank Egbert for the ride, jump down from the cart, and walk out through the gates, waving goodbye to him. Turn to **64**.

**256**

Bignose is delighted with the trade, and thanks you over and over again. He slaps you on the back, and tells you that he must be on his way. 'I need to find my second cousin before I go back to Stonebridge with the Rune Ring, so I'll say goodbye now. Cheerio!' The Dwarf walks past you, whistling a happy tune, and is soon out of sight. On closer inspection, you see the pendant has a maker's mark on the back, the initials *JF*. 'It must have been crafted by Jadan Fam,' Hakasan says excitedly. 'His dragonfly pendants are worth a fortune!' If you want to wear the pendant around your neck, turn to **135**. If you would rather put it in your pocket, turn to **218**.



**257**

You place your arm through the leather straps on the back of the shield and rattle your sword against the bronze face. It makes a loud clatter which echoes down the valley. Hakasan salutes you, calling out to congratulate you on finding a Dwarf warrior shield. Add 1 *SKILL* point. Delighted with your new piece of armour, you walk on. Turn to **359**.



**258**

You make sure Hakasan is comfortable before setting off. It doesn't take you too long to return to the tree house. You climb up the ladder and look around the room. You see that there is a drawer in the table which you hadn't noticed earlier, and pull it open to find a small wooden box with a plain lid. You shake the box and hear something rattling inside. If you want to open the box, turn to **161**. If you would rather leave it in the drawer and look for something else, turn to **189**.

**259**

You pull hard on your reins, bringing Stormheart to a halt, whinnying loudly in protest. You dismount quickly and climb on to the plinth, knife in hand, to free the captive woman. But it's a trap! The woman throws back her hood, and you see her midnight-black face, pointed ears and an evil glint in her bright green eyes. You have been ambushed by a DARK ELF who is armed with two long serrated knives! Two female Dark Elf accomplices jump out from behind the plinth to join her in the attack. You must fight the Dark Elves one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First DARK ELF* | *8* | *6* |
| *Second DARK ELF* | *8* | *7* |
| *Third DARK ELF* | *7* | *7* |



If you win, turn to **227**. You may *Escape* at any time during the fight by whistling for Stormheart to come alongside and jumping into the saddle. You throw your knife at the Elf closest to you, and urge Stormheart on towards Port Blacksand. Turn to **66**.



**260**

The horse and cart is soon far away, and you decide to follow its tracks to Catfish River. Ahead you see a brown sack on the ground which must have fallen off the cart. You untie it to find it is filled with carrots, and eat them until you are full. Add 2 *STAMINA* points. You carry on following the cart tracks, scanning the horizon for the elusive Chaos Warrior, but don't see anybody who looks remotely like him. You keep thinking about Hakasan, who you left injured and alone in Darkwood Forest, and hope she is safe. The cart tracks finally lead you to Largo, a small village on the banks of Catfish River west of Darkwood Forest. The villagers are friendly river folk, who spend their days ferrying people and goods up and down Catfish River on their flat-bottomed boats. You walk round the village asking everybody you meet if they have seen a Chaos Warrior in the



vicinity. The replies are all negative until one very tall and stocky man by the name of Onx tells you that his cousin was paid 5 Gold Pieces to take a Chaos Warrior to Port Blacksand earlier in the day. 'My cousin was too frightened to say no. I can ferry you to Port Blacksand for 2 Gold Pieces if you wish?' the boatman says in a friendly voice. If you want to accept his offer, turn to **303**. If you would rather decline his offer and head back to help Hakasan, turn to **9**.

**261**

One of the men drops his club, and it falls on to the cobblestones with a loud clatter. You spin round just in time to see three ROBBERS who are about to jump on you. You must fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First ROBBER* | *6* | *6* |
| *Second ROBBER* | *6* | *5* |
| *Third ROBBER* | *7* | *6* |

If you win, turn to **163**. You may *Escape* at any time during the fight by throwing 3 Gold Pieces up in the air for the robbers to fight over and running off down Thread Street. You turn sharp left down a narrow alleyway, and then turn right at the end into Palace Street. Turn to **371**.



**262**

The man smiles, turning over the card to reveal a jack of spades. 'Hard luck, stranger,' he says hollowly. 'I'm afraid you failed to find the lady. Your sword, please.' If you want to hand over your sword, turn to **4**. If you want to ask him to turn over the queen of spades card before handing over your sword, turn to **155**.



**263**

The thundering noise of galloping hooves gets louder as the horseman approaches. You see that the rider is wearing flowing black robes which trail behind him in the wind. You raise your arm to stop the horseman, but he carries on at full speed, blowing his hunting horn and gesturing at you to get out of the way. The horse bears down on you, and you have to dive out of the way to avoid being hit. *Test Your Luck*. If you are Lucky, turn to **100**. If you are Unlucky, turn to **361**.



**264**

You ride along a dusty track towards the main city gates, where there are gruesome reminders on display to serve as a warning to all who enter Port Blacksand – skulls on wooden spikes and starving criminals locked inside iron cages suspended from the city wall. As you approach the main gate, you need no reminding of the danger that awaits you inside the city, which is run with an iron fist by Lord Azzur and his Imperial Guards, who bleed payment from all who live there. It is known as the City of Thieves for good reason, being the preferred port of call for every pirate and freebooter of the Western Ocean, and home to Allansia's most notorious thugs and robbers. You draw your steed to a halt at the main gate, where you are met by a guard wearing a black chain-mail vest under his black cloak, and an iron helmet which virtually covers his face. 'What brings you to Port Blacksand?' he asks aggressively. Before you have time to answer, he says, 'Your horse is a fine steed. You must be very wealthy. Lord Azzur commands an entry fee of 10 Gold Pieces from people of your stature.' If you want to pay 10 Gold Pieces to enter Port Blacksand, turn to **207**. If you don't have 10 Gold Pieces or do not want to pay that amount, you will have to ride back to Flax to find Cris and hire a rowing boat. Turn to **41**.



*A shrivelled, hunched-over old hag*



**265**

You step warily into the gloomy cave and notice small footprints on the sandy floor. Without warning, a soul-chilling howl breaks the silence. From out of the shadows at the back of the cave steps a shrivelled, hunched-over old hag with long, thick grey hair and ragged clothes. The skin on her face is dry and wrinkled, and her eyes are sunken in their sockets and jet black in colour. Her thin, loose-skinned arms and scrawny hands with blackened nails are stretched out in front of her. When she opens her mouth to scream again, you see she has no teeth at all. The wretched creature is a PLAGUE WITCH and you must fight her.

| *PLAGUE WITCH* | *SKILL 5* | *STAMINA 5* |
|---|---|---|

If you lose any Attack Rounds during combat, the Plague Witch will have touched your skin and infected you with worm plague, which will quickly turn your eyes black and make you go blind, just like her. It will be impossible for you to continue your quest. Your adventure is over. If you win without losing any Attack Rounds, turn to **375**.





### 266

The apples are crisp and juicy, and the cheese is crumbly and very tasty. Add 2 *STAMINA* points. If you have not done so already, you can either try on the signet ring (turn to **141**) or drink the purple liquid (turn to **127**). If you would rather leave the other items and continue your journey to Yaztromo's Tower, turn to **383**.

### 267

With your heart pounding in your chest, you watch in amazement as Zanbar Bone's skull shatters on impact into tiny pieces. The Demon's skeletal body teeters for a second, and topples over sideways. Every Skeleton left standing immediately drops to the ground in a crumpled heap of bones. You step through the pile of bones to where Zanbar Bone's headless body is lying. One of his skeletal arms rises up slowly, with his index finger pointed at you. Hakasan walks over and chops off the hand, and everybody looks on in horror as his bones turn to dust that is blown away by a sudden gust of wind. 'I don't think we have seen the last of Zanbar Bone,' Nicodemus says quietly. 'Let's not worry about that now,' Yaztromo says reassuringly, putting his arm around the shoulders of his old friend. 'For now Allansia is safe. Let's go inside and celebrate.' Turn to **400**.



### 268

After you hand over the bag of nails, the man opens his shoulder bag to produce a large cob of brown bread and a small stoppered pot. He tears off a big chunk of bread, uncorks the pot, and pours a generous slug of thick honey all over the bread, some of it trickling on to his fingers as he hands the bread to you. You take it from him and wolf it down. Add 1 *STAMINA* point. Leaning on his broom, the man licks his sticky fingers noisily and says, 'I've got snake oil if you want it. It's the real stuff, you understand? No snake bite will harm you if you rub this druid's lotion on it. I need twine. You got any?' If you want to trade your twine for a small bottle of snake oil, turn to **365**. If you would rather politely refuse his offer and leave the market square, turn to **58**.

### 269

The bearded man appears very pleased that you want to play a game of Dungles and Draggles with him. He picks up his dice, shakes them manically, kisses his hands for luck, and rolls the dice across the table. 'A 5 and a 2. Perfect! Seven will give you something to think about,' he announces happily. 'Are you going to roll higher or lower?' he asks, handing you his dice to roll. If you possess Lucky Bones and want to use them instead of his dice, they will increase your roll by 4. If you think the total will be higher than 7, turn to **101**. If you think the total will be 7 or lower, turn to **237**.



### 270

A sharp pain shoots up your arm the moment you put your hand inside the gauntlet. You try to take it off, but are unable to do so. You are wearing a cursed Gauntlet of Ruin. Lose 2 *SKILL* points and 2 *LUCK* points. You feel incredibly dizzy, and barely able to walk. You stagger off the path, slump down in the undergrowth and fall fast asleep. You wake up hours later with somebody tapping you on your shoulder. You sit up with a start, and recognize the familiar face of Hakasan kneeling over you, grinning. 'Having a nice nap?' Hakasan asks mischievously. Suddenly her expression changes, and she says in a serious voice, 'We can't just ignore what happened back there. I couldn't walk away without knowing the truth. You have to come with me to find Yaztromo. We have to warn him. He might be under attack even as we speak.' You agree that her reasoning makes perfect sense, and apologize for thinking otherwise earlier. She asks about the gauntlet and you explain what happened. You take a swig of water from your water bottle whilst Hakasan cuts the gauntlet away from your hand with a small blade. 'That should stop you from losing any more strength. Now we can get on with our quest. Deep down I knew you would come with me,' Hakasan says with a wry smile. 'Come on, we've got to go back the other way. Yaztromo lives west of here.' Turn to **2**.



### 271

The chamber pot crashes to the ground in front of you, breaking into tiny pieces. The woman curses and slams her bedroom window shut. You peer through the windows of the remaining houses, but there doesn't seem to be anybody at home. You decide to walk over to the shops. Turn to **305**.

### 272

You walk outside with Hakasan and Yaztromo, and are astonished to see that the limestone blocks are now stained black up to a height of five metres. Yaztromo sighs, and says, 'It's speeding up. You've probably got two days at the most to get back here with Nicodemus before Bone rematerializes.' He walks round to the back of his tower and reappears a few minutes later holding the reins of a magnificent bright-eyed chestnut-brown stallion. 'This is Stormheart. He is my pride and joy. He will carry you to Port Blacksand. Ride like the wind and do not stop for anything or anyone. After leaving Darkwood Forest, head west towards Catfish River, and keep riding all the way to Black's Bridge. It will be the first bridge you come to. Make sure you pay 1 Gold Piece to cross the bridge or Bartholomew Black will be none too happy. Keep heading west along the north bank of the river until you reach Port Blacksand. The guards might give you some trouble, but that's normal.' You thank Yaztromo for his advice and



climb into the saddle. Hakasan and Yaztromo wish you luck and wave goodbye, and with a kick of the heel you are off, galloping at full speed through the forest, ducking under branches and jumping over fallen trees. You soon reach the southern edge of the forest, and head west towards Catfish River. You ride past a small village on the south bank, but with Yaztromo's words ringing in your ears, you do not stop. An hour later you see a large wooden plinth ahead on which there is a woman bound with ropes to a wooden post. She is dressed in black leggings and boots with a black hooded cloak concealing her face. All you can see is her long black hair. She has the appearance of Hakasan, but you wonder how she could possibly have got here before you. You hear her anguished cry for help as you get closer, begging you to stop and release her. If you want to stop to rescue the woman, turn to **259**. If you want to ride on past her, turn to **66**.

### 273

You take the jar of eyeballs out of your backpack, and hold it in front of you as you step into the Norgul's lair. The creature's lower jaw drops down in amazement, and it lets out a ferocious roar which causes drool to trickle out of its open mouth and down its chin. 'A jar of eyeballs!' it says slowly in a deep, rasping voice. 'This must be Uzzuk's lucky day.' The Norgul lumbers towards you, arms outstretched with evil intent. If you want to shout out that you will



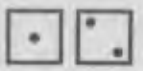
smash the jar on the ground unless it stops in its tracks, turn to **42**. If you would rather drop the jar and draw your sword to fight the Norgul, turn to **17**.

### 274

You creep up behind the guard and hit him on the back his head with the hilt of your sword. He falls backwards and you catch him in your arms, dragging him down Palace Street into Snake Alley. You put on the man's black chain-mail vest, studded shoulder pads, black cloak and his iron helmet which virtually covers your face. As you pick up his shield, you realize you are being watched by a gang of thieves who followed you into the alleyway. 'You better leave something for us or else!' their burly, scar-faced leader says threateningly. You tell him they can keep anything they want, pushing past him to walk into the street to go back to Palace Square to wait for the changing of the guard. You don't have to wait long before ten guards march out of the palace grounds to relieve the guards outside. You join the guards returning to the palace, marching along at the back of the line into the palace grounds past two heavily armed Trolls in the Imperial Guard on gate duty. Turn to **86**.

### 275

A brass bell rings loudly as you push open the heavy door of the jeweller's shop. The Man-Orc glares at you



suspiciously, his hand resting on the hilt of the sword on his belt. 'Don't be concerned by Crusha. He won't hurt you unless you do something stupid like try to rob me!' the old man says calmly. 'I see from your attire that you are not from these parts. Would you like to purchase something? Or perhaps you may have some treasure to sell to me?' You look at the glass cabinets as though interested in buying something, but there is nothing on display that you can afford. If you have a gold rabbit charm that you wish to sell, turn to **396**. If you would rather leave the jeweller's and walk to the end of the street, turn to **82**.

**276**

Although injured, you have faith in your ability to shoot a bow and arrow. The unseen man calls out again, saying, 'Sorry, I lied. But what did you expect? We're the Black-Eyed Bandits. We rob people. Lots of people. We're not going to kill you. We are just going to take everything you have and be on our way. Keep your heads down and don't do anything you might regret.' Six hooded men appear from behind the trees, each of them armed with a bow and arrow. The colour of their clothes is light and dark brown, blending in with the forest. The bandits have long black hair and eye sockets blackened with charcoal dust. If you want to stay hidden behind the tree trunk, turn to **152**. If you want to fire an arrow at each of the Bandits in quick succession, turn to **65**.



**277**

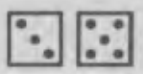
Getting a contribution towards a new boat calms Onx down. As soon as you are back in Largo, you hand over the Gold Pieces in payment for the bottle of healing potion. Onx apologizes for shouting at you, and gives you some fresh fish to eat and a cup of goat's milk. Add 2 *STAMINA* points. He asks his friends in the village, but there are no more boats to hire to take you to Port Blacksand until tomorrow, so you decide to go back to Darkwood Forest. You are about to leave when Onx asks if you would like to buy a pair of bone dice that are handmade by the elders of the village. He tells you that they will bring you luck in any dice game, and are a bargain at 2 Gold Pieces for the two. If you want to buy the dice, turn to **73**. If you would rather politely refuse, turn to **110**.

**278**

The campfire is nothing more than a few glowing embers, and no deterrent to the Hippohog. Despite feeling dizzy and barely able to lift your sword, the fight begins. Reduce your *SKILL* by 3 for this battle.

| *HIPPOHOG* | *SKILL 9* | *STAMINA 8* |
|---|---|---|

If you win, turn to **61**.



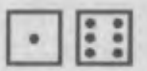


*Returning as a demon prince, he is evil personified*



279

You follow Hakasan up the winding staircase to the library, where Yaztromo is pacing anxiously up and down. He smiles on seeing his good friend Nicodemus, and gives him a big bear hug. Hakasan looks out of the window and makes a solemn announcement: 'He's arrived.' You walk over to the window and look out to see Zanbar Bone, scythe in hand, leaning on silk cushions of an ornate gilt throne carried on the shoulders of four black-robed Skeletons wearing crowns. Returning as a Demon Prince, he is evil personified. His unmistakable spiked skull is now twice the size it was before, and he has grown bat-like wings and cloven hooves. The Skeletons' army parts down the middle to allow their leader a passageway to the front. There is a gigantic five-metre-tall tentacled beast following behind the throne, hideous in appearance, the like of which you have never seen before. You hurriedly decide your battle plan with Yaztromo, Nicodemus and Hakasan. You volunteer to lead the attack on Zanbar Bone. Hakasan says she will defend you from the onrushing Skeleton horde. Nicodemus says he will be at your side casting spells. Yaztromo claps his hands, and says, 'And I will stand on your other side casting spells. Good! We have a plan. The Demon Prince will taste our most powerful magic today.' He pours green juice from a stoppered flask into a cup, and tells you to drink it. You immediately feel invigorated. Add 2 *SKILL*



points and 2 *STAMINA* points. You run downstairs to the ground floor and open the door on to a scene of total chaos. Zanbar Bone is standing on his throne, laughing manically. His army of Skeletons are rattling their swords against their shields, a deafening sound of clashing steel which is painful to your ears. Suddenly he raises his arms skywards, and his troops stand to attention, rigid and upright. All is quiet for a few seconds before the silence is broken by the distant sound of buzzing. A dark cloud appears in the sky and the buzzing sound grows louder. The cloud flies down towards you like a large flock of birds. But this is not a flock of birds – it is a plague of insects controlled by Zanbar Bone. If you are wearing a dragonfly pendant, turn to **308**. If you are not wearing this pendant, turn to **183**.

**280**

You sit down at the table to wait for the tree house dweller to return home. You don't have to wait long before you hear the sound of rustling leaves below. The rope ladder suddenly creaks under the weight of somebody climbing up it. You motion to Hakasan to be ready to grab whoever appears through the trapdoor, but nobody appears. 'I don't know who you are, but you have no right to be in my house! You are trespassing!' a voice calls out from below. 'Leave now or I will fill the room with poisonous gas and feed you to the wolves.' If you want to shout down to the



man to say that you know he is Gurnard Jaggle and want to ask him about the puzzle box you found in Skull Crag, turn to **213**. If you want to keep quiet and wait for him to come up, turn to **133**.



**281**

You begin your climb of Skull Crag, scrambling up the bare rock face with ease. You reach a ledge twenty metres up, and notice a stack of sun-bleached branches propped up against the rock face. You move the branches to one side to reveal a crack in the rock which is less than a metre wide. The opening is just as described on Murgat Shurr's map. You light your lantern and squeeze through the crack to find yourself in a narrow man-made tunnel which has a low ceiling. The air is cool and still, and has a slight musty smell. You walk along the tunnel for some fifty metres before coming to a junction. If you want to go left, turn to **301**. If you want to go right, turn to **169**.



### 282

Finbar pockets the Gold Pieces, and spends the next fifteen minutes working busily at his bench fixing, cleaning and polishing your pistol. He hands it back to you with a smile, clearly proud of his work. 'I've put a new flint in the hammer, which should give off a good spark when you fire it, and I've loaded the barrel with flash powder and a lead ball. The rest of the black powder is in this leather pouch, and a spare lead ball in case you need it,' he says, placing the pouch on the counter. 'If I may give you a few words of advice – keep the black powder away from naked flame or you might blow yourself up!' You bid Finbar farewell, and leave his shop to walk to Singing Bridge, with the pistol tucked into your belt. Turn to **118**.

### 283

Beggar's Alley is a narrow, potholed dirt track, hardly wide enough to drive a horse and cart down. Dark and decrepit stone and wood houses line the alley, all of them long in need of repair. There is rubbish everywhere, and the putrid stench of open sewers fills the air. Beggars in ragged clothing stand hunched in doorways, their arms outstretched like lost souls pleading, hoping that you might gift them a coin or two. If you have any Copper Pieces that you wish to give to the beggars, turn to **74**. If you would rather walk on to the T-junction at the end of the alley, turn to **311**.





### 284

With the daylight fading, you walk as fast as possible through the forest. Hakasan says that there is a good chance that you will reach Yaztromo's Tower before nightfall. She suddenly stops in her tracks and tells you to stop. 'What's that noise?' she whispers. 'Can you hear that clicking sound?' You nod, and soon find out what is making the chilling noise. The bushes in front of you part, and the head of a GIANT CENTIPEDE appears through them. It is three metres long and is protected by hard, chitinous plates which rub together to make the clicking sound. It has large protruding mandibles and scuttles forward on its many tiny legs to bite you.

*GIANT CENTIPEDE* *SKILL 8* *STAMINA 7*

If you win, turn to **310**.



### 285

The mushrooms taste a little bitter but do at least fill you up. You set off again, but it is not long before you start to feel unwell. Your stomach is gripped by a sharp pain and you break out in a cold sweat. Moments later you are violently ill. You drop to your knees clutching your stomach, writhing about on the ground in agony. The redhead mushrooms you have eaten are deadly, and you have no suitable antidote. Your adventure is over.

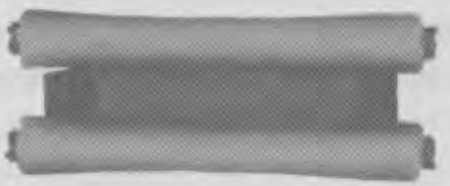
### 286

You ride like the wind, leaving the plain to enter Darkwood Forest. Stormheart knows his way home, galloping between the trees, twisting and turning through the undergrowth, jumping over tree trunks and streams, and you have to keep your head down to avoid being hit by low branches. Without warning Stormheart comes to a sudden halt, rearing up on to his hind legs, with Nicodemus clinging on to you to save himself from falling off. Ahead you see what has spooked your steed. A vast horde of SKELETONS armed with spears and swords is moving slowly through the forest, their old bones rattling as they march along. They are bumping into each other in the scramble to get to the front of the line of troops. If you want to ride through the Skeletons to reach Yaztromo's Tower, turn to **36**. If you want to ride around the Skeletons, turn to **154**.



### 287

Your sword misses its target, hitting the stairway instead with a loud splintering sound. As it lunges forward to bite you, you catch sight of the creature in the shaft of daylight shining down from the room above. Its pallid grey skull is covered with festering sores, and its sunken eyes are red-rimmed and lifeless. It has a gaping mouth, the skin torn away on one side to reveal broken black teeth which bite down on your leg. Although the wound is not fatal, the zombie transmits a virus in its saliva which will turn you into a zombie before the end of the day. Your adventure is over.



### 288

As soon as you have finished your breakfast, Yaztromo hands you 15 Gold Pieces and tells you to get ready to depart. You meet him on the ground floor, where he asks you to touch the tips of the fingers of both of your hands with his. A bolt of energy suddenly shoots up your arms and you immediately feel as though the world is on your side and this is going to be your lucky day. Increase your *LUCK* score to 12 points. Turn to **272**.



### 289

As you walk over to the chest, you see a large globule of green slime drip down from the hole in the ceiling on to the floor with a dull plop, fizzing on contact with the water. A loud squelching sound comes from above, and you look up to see a large gelatinous blob appear in the hole in the ceiling. Turn to **174**.

### 290

One of the three robbers runs up to you on tiptoes and smashes you over the head with his club, knocking you to the floor. Lose 2 *STAMINA* points. You stagger to your feet, head spinning, trying to focus on your attacker as the robber's two accomplices join in. You must fight them one at a time. Reduce your *SKILL* by 2 points during this fight.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First ROBBER* | *6* | *6* |
| *Second ROBBER* | *6* | *5* |
| *Third ROBBER* | *7* | *6* |

If you win, turn to **163**. You may *Escape* at any time during the fight by throwing 3 Gold Pieces up into the air for the robbers to fight over and running off down Thread Street. You turn sharp left down a narrow alleyway, and then turn right at the end into Palace Street. Turn to **371**.





### 291

The card player rolls his sleeves up and rubs his hands together, eager to play. He turns over the three cards and shows you the queen of spades nestled between two jacks. Slowly turning them face down again, he explains that you have to watch carefully as he switches the order of the cards around. 'Don't take your eye off the lady,' he says in a sly voice. His fingers slide the cards swiftly around the green baize, switching them back and forth, faster and faster. You concentrate as hard as you can, keeping your eye on the card you think is the queen. Finally he lifts his fingers and claps his hands together. You are virtually certain that the queen is still in the middle. 'Right, stranger, find the lady!' Will you:

| | |
|---|---|
| Choose the card on your left? | Turn to **40** |
| Choose the card in the middle? | Turn to **262** |
| Choose the card on your right? | Turn to **184** |



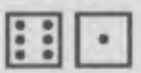


*The Norgul stops, sniffs the air and looks around*



292

Ahead you see the tunnel leads into a chamber which is lit by oil lamps. As you get nearer you see there is a large iron cauldron suspended above a burning log fire by a chain attached to the ceiling, its simmering contents making dull bubbling and plopping sounds. A huge creature with a large round head lumbers into view with a long wooden spoon in its hand. Dark green in colour, the creature has a bloated torso and stocky arms and legs. Its eyes and ears are small, but it has a wide mouth with bulbous purple lips and long teeth protruding from its lower jaw, many of which are broken. It is wearing a filthy apron which is stained with blood and grime. The NORGUL stops, sniffs the air and looks around, before shuffling over to the cauldron. It dips the wooden spoon into the cauldron and scoops out a spoonful of thick green sludge with an eyeball sticking out. It puts the wooden spoon to its fat lips and noisily slurps down the sludge before sucking the eyeball into its mouth with a loud plop. 'Delicious,' it says in a deep, rasping voice. 'Eyeballs are so succulent. Mmmmmm.' You watch the creature bite down on the eyeball, its jaw slamming shut when the eyeball pops open inside its mouth, whereupon a wide smile of satisfaction spreads across its pockmarked face. To reach the tunnel beyond, you have no choice but to face the Norgul. If you have a jar of sheep's eyeballs that you want to offer to the Norgul to let you pass, turn to **273**. If you would rather run in to attack the creature, turn to **17**.



**293**

You continue to hack your way through the thick undergrowth, but it is slow and tiring work. Lose 1 *STAMINA* point. If you want to go left, turn to **233**. If you want to go even further right, turn to **355**.



**294**

You put your ear to the iron door but do not hear any sound coming from the other side. More in hope than expectation, you slide the iron key into the lock. Much to your surprise, the key turns in the lock. It makes a satisfying click, and you pull the door open a fraction to view the corridor beyond. There is nobody around. Wasting no time, you walk as quietly as possible along the corridor to the stairway at the end. There is an old ornamental sword hanging on the wall at the top of the



stairwell which you take as your weapon. You make your way quickly to the front door and slip outside unnoticed. You see two guards walking along the perimeter wall and wait until they have gone before heading for the main entrance gates at the end of the gravel path. There are two guards on duty and you have no choice but to walk past them. Trying to act normal, you get within five metres of them before they challenge you. You decide to run for it, and charge past them as fast as you can. One of the guards gives chase but you are able to lose him running through the back streets of Chalice. When you think the coast is clear, you make your way to the main town gates and saunter through, whistling happily to yourself. Turn to **64**.

**295**

You are confronted by an ugly green-skinned brute of a creature with tiny eyes and tusks protruding from its thick-lipped mouth. Blocking the corridor is a TROLL in black chain-mail armour, another of Lord Azzur's Imperial Guards. The Troll glares at you and says, gruffly, 'What are you doing here?' You can't think of a good answer, and draw your sword to attack the Troll.

*IMPERIAL GUARD TROLL* *SKILL 11* *STAMINA 11*

If you win, turn to **322**.



### 296

With his clenched fist pointed at the Demon, Nicodemus steps forward and calls on the Ring of Burning Snakes to spit fire. Louder and louder he speaks, using arcane words until a cone of fire shoots out from the mouths of the snakes, enveloping Zanbar Bone in a circle of flame. The Demon throws his head back, laughing manically, the yellow flames merely dancing around his body and causing him no harm. 'White fire! White fire!' Yaztromo screams at Nicodemus, whose pale face is contorted with pain from the effort. Using his supreme mental powers to the full, he shouts even louder, screaming at the top of his voice, which makes the veins on the side of his head pulsate and sweat run down his face. The intensity of heat increases, and the colour of the cone of flame changes from yellow to white, causing the expression in Zanbar Bone's eyes to change from immortal power to extreme fear. 'Now!' screams Yaztromo. 'Now! Bone is trapped in the ring of white flame!' The moment has arrived for you to strike. Will you:

| | |
|---|---|
| Attack him with your sword? | Turn to **138** |
| Fire an arrow at him? | Turn to **70** |
| Fire a flintlock pistol at him? | Turn to **198** |



### 297

The Dwarf's eyes light up at the mention of the name Yaztromo. 'The Grand Wizard is a very good friend of the Dwarfs of Stonebridge. Are you friends of the great man too?' Bignose asks enthusiastically. You reply that whilst you are not a friend of Yaztromo, you need to find him to warn him that he is in grave danger. 'Danger? What kind of danger?' Bignose asks anxiously. You look at Hakasan with your eyebrows raised, and she returns the look and shrugs. If you want to tell Bignose about the imminent return of Zanbar Bone, turn to **165**. If you want to say that you are unable to share your news with him, turn to **329**.

### 298

The old man's eyes light up. He's clearly very pleased to hear that you are interested in his work. 'That's nice of you to ask,' he says warmly. 'I'm an old man, and most people in Chalice couldn't care less what I do. I make charms. Lucky charms. I've been doing it for thirty-five years. You were kind enough to help so I'm going to give you a gift.' The old man places 4 Copper Pieces in your hand, along with a gold rabbit charm with two tiny rubies for eyes. 'This will bring you good fortune when you need it most.' You thank him, shake his hand, and walk off. If you want to look round the market, turn to **247**. If you would rather leave the market square, turn to **58**.



### 299

You spin round to see that Hakasan has dispatched her two assailants. A search of the Goblins' belongings yields nothing more than a bag of dried maggots. 'They might be a Goblin delicacy, but I'm not eating them,' Hakasan says with disgust. You suggest that it might be better to go to Darkwood Forest after all. Hakasan agrees. Turn to **139**.



### 300

You are greeted on entry by a portly man with a round face and a balding head. He is standing behind a small counter in a grey apron and rolled-up shirtsleeves. His slightly downturned mouth makes him look a bit grumpy. His shop floor is crammed with barrels of fireworks, each one labelled with colourful names like wiz-bang and rip-rap and zoom boom. There are some smaller wooden kegs standing on the counter that are marked black powder. 'How can I help you?' the man asks courteously. Will you:

| | |
|---|---|
| Ask about buying some fireworks? | Turn to **341** |
| Ask about buying some black powder? | Turn to **39** |
| Leave the shop and walk to Singing Bridge? | Turn to **118** |



### 301

You head down the narrow left-hand tunnel for twenty metres, the light from your lantern casting eerie shadows on the rough-hewn tunnel wall. You pass by a skeleton lying on the floor. One of its arms is pointed in the direction you are walking, the other is twisted up behind its back. Its upper torso is clad in chain-mail armour. If you want to try on the chain-mail armour, turn to **380**. If you would rather keep walking, turn to **69**.

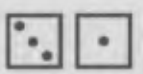
### 302

The remaining bandits run forward to attack you, screaming at the top of their voices, their swords raised in the air ready to strike. You must fight the first BANDIT to reach you.

| | | |
|---|---|---|
| *BANDIT* | *SKILL 6* | *STAMINA 7* |

If you win, turn to **50**.





### 303

You jump on board the flat-bottomed boat and you set off without further delay, with Onx punting effortlessly down river with a long pole. The scenery glides by and you become lost in thought. You are halfway round a bend in the river when Onx suddenly sounds the alarm: 'River Pirates!' A large rowing boat with eight oarsmen on board is headed straight towards you. The captain stands up in the bow, cutlass in hand, shouting orders to his motley crew. Onx tries to steer his boat towards the bank of the river as the pirate boat closes in on you. 'Surrender or die,' the captain shouts. Will you:

| | |
|---|---|
| Surrender to the River Pirates? | Turn to **339** |
| Stand and fight the River Pirates? | Turn to **223** |
| Dive into the river to swim away? | Turn to **151** |

### 304

You zigzag across the valley, heading west, but do not pick up any tracks that were not your own or Hakasan's. 'Gurnard was either here a long time ago, or he covered up his tracks pretty well. I can't find any sign of him being here,' Hakasan shouts over to you. You continue scouring the valley floor for footprints and spot something under a bush which turns out to be a bronze shield left by somebody who must have hidden it there for some reason. If you want to take the shield, turn to **257**. If you would rather leave it where it is and walk on, turn to **359**.



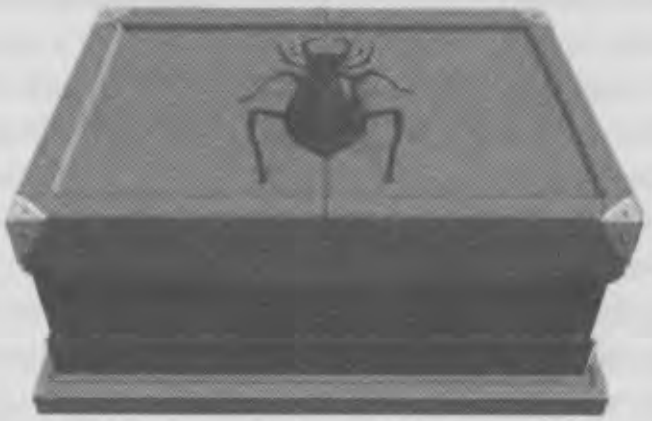
### 305

There are five shops in the street: a florist, a locksmith's, a bookshop, a candle shop and a wool shop. There is a closed sign on the door of the bookshop, and the only other shop of interest to you is the locksmith's. You walk inside and are greeted by a tall, fair-haired man wearing a dark green apron over his striped shirt. He smiles warmly and asks how he can help. You reply that you are about to go on a mission to find a treasure chest hidden in a cave, explaining you might need a special key to open it. 'Well, I can't sell you a key to open a chest I have never seen, so I suggest you make a bulk purchase in the hope that one might do the job. I sell bunches of twenty assorted brass keys for 1 Gold Piece. You might need more than one key, you never know. I've got one bunch of keys left. Do you want to buy it?' Pay the locksmith 1 Gold Piece if you decide to buy twenty brass keys. You chat for a few more minutes before leaving the locksmith's. If you have not done so already, you can try to climb over the wall of the mansion house (turn to **188**). If you would rather make your way through the streets to the main gates to leave Chalice, turn to **64**.



### 306

On seeing you stand up, the old man throws his glass vial on the floor and disappears quickly down the rope ladder. The vial shatters on impact, releasing a cloud of green gas from out of the broken glass. The gas spirals towards you, enveloping you and making you choke. Gasping for air, you climb down the rope ladder, but cannot escape the encircling cloud of poisonous gas. You drop to your knees, clutching your throat, and fall unconscious. Your adventure is over.



### 307

It is impossible to open the box by hand. If you want to hack it open with your sword, turn to **186**. If you would rather put the box in your backpack without opening it, turn to **389**.

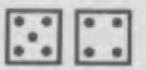


### 308

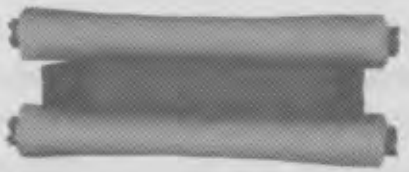
Silver dragonfly pendants made by Jadan Fam were all dipped in the juice of the ground-up Manglewort root, a very rare plant found only in springtime on Icefinger Mountains. The tiniest amount acts as a potent insect repellent. Only Jadan knew where to find the Manglewort, and he never told a soul where they grew to his dying day. Your pendant acts as an invisible shield, keeping the millions of insects at bay until Yaztromo steps in to blast them with a Volcano Spell, which make them all explode, showering the Skeleton horde with insect fragments. Zanbar Bone rages from his throne, and commands his tentacled beast to attack you. Turn to **11**.

### 309

You tell Nicodemus that you believe Lord Azzur has his gold ring and perhaps you might yet get the chance to take it from him before it's too late. Nicodemus says nothing, and stares ahead at the river. You row on in silence, all the way to the jetty in Flax. You wave to Dod, who is standing nearby, tying up piles of reeds into bundles to carry them home. He walks over to help you tie up the boat, saying, 'Welcome back. I hope you found what you were looking for in that cesspit of a town. Thank you for bringing my boat back. It looks quite a bit bigger than I remember! It's changed colour too.' You apologize and explain what happened, and



introduce him to Nicodemus and Luannah. Dod is very happy with his new boat and invites you into his house, where Cris is frying fish. She invites you to stay for supper, and suggests you stay the night too since it's getting late. You accept her offer and wake early in the morning to find Cris and Luannah deep in conversation. Luannah announces that she has decided to stay in Flax to start a new life, and you wish her all the best. Dod brings Stormheart round to the front of the house, and you help Nicodemus mount the horse before climbing on yourself. A light flick of the reins, and Stormheart gallops off at high speed. You look round briefly to see the three of them waving, but you kick on knowing there is no time to lose. Galloping towards Largo, you see a man in a scruffy brown jacket and ragged britches trudging slowly along with the aid of a long walking stick, weighed down by an enormous bulging sack. On hearing the sound of the galloping hooves behind him, he turns around and waves at you with his woollen hat, signalling for you to stop. If you want to stop to talk to him, turn to **93**. If you would rather not waste any time, and ride on to Darkwood Forest, turn to **286**.





**310**

You wipe your sword on some leaves to clean off the yellow gunk from the centipede's innards, and tell Hakasan that you have to keep moving or else risk having to sleep out in the forest. But Hakasan complains that her ankle is aching, and asks if she can sit down for a short rest. If you want to agree to stop, turn to **194**. If you want to insist you press on without stopping, turn to **246**.



**311**

Towards the end of the dark alley, there is a wooden barrel standing in front of the heavy oak front door of a gloomy-looking house built of dark stone with black, shuttered windows bolted shut. Will you:

| | |
|---|---|
| Look inside the barrel? | Turn to **92** |
| Knock on the oak door? | Turn to **349** |
| Walk on to the T-junction ahead? | Turn to **206** |



### 312

Hakasan pushes you down to the ground behind the tree trunk as more arrows fly over your head, fortunately just missing you. You groan loudly as you land on the ground, grimacing from the pain of the arrows which are sticking out of your body. The pain is even more excruciating when Hakasan pulls them out, quickly binding the wounds as best she can. 'Whose idea was it to go to Yaztromo's Tower first?' she teases, trying to cheer you up. But you are in no mood for humour. If you possess a bow and some arrows, turn to **276**. If you do not have a bow and some arrows, turn to **167**.

### 313

By the time your fight is over, the two guards have disappeared across the bridge, taking Nicodemus with them. Although he's lying in a crumpled heap bleeding profusely, Klash is still breathing. You pull his helmet off his head to take a look at his face. His long black hair is swept back and his eyes are small and completely bloodshot, set back in dark, sunken eye sockets. He has an angry blood-red scar running the length of his face. You remove his gauntlets but are annoyed to see that he is not wearing the Ring of Burning Snakes. You demand to know where the ring is, and where the guards have taken Nicodemus. Klash spits in defiance, and when he speaks, blood trickles from his mouth, making his



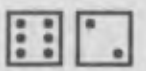
spiked teeth look even more gruesome. 'I am sorry to disappoint you, but I have given the Ring of Burning Snakes to Lord Azzur for safekeeping,' Klash sneers with contempt. 'As for your wizard friend – you won't find him alive. Lord Azzur will see to that. Nobody will stop the second coming of my master, Zanbar Bone. Allansia is doomed.' Klash laughs in your face before falling silent, defiant to the end. If you want to chase after the guards who kidnapped Nicodemus, turn to **25**. If you want to search the Chaos Warrior's body first, turn to **328**.

### 314

The dried nettles do nothing to stop the beginnings of paralysis setting in. Lose 1 *SKILL* point and 2 *STAMINA* points. If you want to try snake oil, turn to **128**. If you want to try stikkle wax, turn to **162**. If you do not have either of these items, the paralysis will spread throughout your body and there is nothing you can do to stop it. Your adventure is over.

### 315

You take your compass out of your pocket and see that you have been heading north-west rather than due west. You turn slightly left and set off again. Turn to **225**.



### 316

You walk a short distance along the narrow tunnel when you suddenly hear a dull rumbling sound coming from behind you. Turn to **157**.



### 317

You sit down on a wooden stool at the bar, but the innkeeper grunts and turns his back on you to serve his regular customers. A scrawny, toothless old salt with a straggly beard and ragged clothing sitting on your left chuckles and says, 'Welcome to the Black Lobster!' before he too turns his back on you. Sitting on the stool on your right, a tanned man with a weather-beaten face and a thin, drooping moustache leans towards you and says, 'You're not from around here, are you?' He looks like a pirate with his thin moustache and the gap between his teeth. He is wearing a striped bandana on his head, large earrings and a sleeveless leather waistcoat, and has a long knife tucked into his belt. But his demeanour is friendly enough. If you want to reply to him, turn to **249**. If you would rather ignore him and leave the tavern to head down Harbour Street towards Singing Bridge, turn to **63**.



### 318

The street sweeper's face lights up with glee when you show him the owl. He bites on it to satisfy himself that it's made of brass. He can hardly contain his excitement and thanks you over and over again. You place the green bottle of oil in your backpack and bid him farewell. He returns to sweeping the square with renewed vigour, whistling even louder than ever. By now, traders and merchants are beginning to arrive in the market square to set up their stalls for the day. If you want to leave the square, turn to **58**. If you would rather stay in the market square for a while longer, turn to **239**.

### 319

You open the rickety wooden door and walk inside cautiously, sword in hand. Looking at you with surprised expressions on their faces are two MAN-ORCS sitting on stools eating rats with their hands. They have dark green warty skin and are wearing light leather armour. They jump up and grab their short swords, snarling and flashing their spiked teeth and sharp tusks as they leap forward to attack you. Fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First MAN-ORC* | *5* | *6* |
| *Second MAN-ORC* | *5* | *4* |

If you win, turn to **229**.



### 320

Hakasan sees the pendant fall out of your pocket. She picks up it up and hands it back to you, wagging her finger in mock rebuke. You decide it would be better to wear the pendant for safekeeping. Turn to **135**.

### 321

Hakasan takes the other two items out the box and says, 'I've no idea what the lead ball is for, but you might as well keep it. I'm more interested in what's written on the paper.' You take the paper from her and read out the message on it, which says, *Congratulations, you survived my puzzle box trap. You must be disappointed that the golden amulets were missing from the iron chest. So was I – but I did find a very special treasure! GJ.* Hakasan looks at you in disbelief, and says, 'It looks like Murgat Shurr's map was genuine after all. Gurnard Jaggle must have had a copy of it too. People said he was dead. Is he really still alive? I wonder what he found that made him so happy.' You tell Hakasan that when you were in Chalice, you heard the original owner of the map say that he'd been told there was a gold ring in the chest that was worth more than all the golden amulets put together. It was called the Ring of Burning Snakes and used to belong to a wizard called Nico who would pay a lot to get it back. 'Nico? I've never heard of a wizard called Nico. He must have meant Nicodemus, the grand wizard who lives as a recluse under the Singing Bridge in



Port Blacksand. If this ring was his, why would he be so desperate to get it back? I heard he had given away all his worldly possessions,' Hakasan says, frowning. 'Anyway, I'm going to look for tracks, just in case Gurnard Jaggle was here recently.' If you want to help Hakasan look for tracks, turn to **304**. If you want to look for something to eat first, turn to **117**.

### 322

A search of the Troll's clothing yields 22 Gold Pieces stolen from prisoners, a silver earring, and a bunch of iron keys hanging on his belt. You grab the items and hurry down the corridor, entering a large chamber which has been converted into a jail. The jail has four cells in it, each with floor-to-ceiling iron bars. The first cell on your left holds four rough-looking ship's crew, all of them with cuts, bruises and black eyes from fighting. The second cell holds two older, unshaven sea dogs in ragged uniforms who look like they have been in jail for years. In the first cell opposite, there is a sad-looking woman in a long dress holding the iron bars and watching your every move, and in the cell next to her is the man you have been looking for, who is sound asleep on his bed, snoring loudly. You take off your helmet and tell the prisoners that you are not a guard, but an adventurer who has come to rescue Nicodemus, pointing to the old man asleep in his cell. 'Why?' the woman asks in a whisper. She has a kind



face, and you decide to tell her that you are going to take him to see his old friend Yaztromo. At the mention of the wizard's name, her face lights up. 'Yaztromo?' she says excitedly. 'Is he alive? I feared he might be dead. Has anything happened to his tower? Perhaps I should explain. My name is Luannah Wolff. Months ago the evil tyrant Lord Azzur sent Spirit Stalkers to kidnap me and force my husband, Horace, to help him bring back Zanbar Bone from the Plain of the Undead. Did you know he is going to rule Allansia from Yaztromo's Tower?' Before replying, you unlock her cell door with one of the iron keys and tell her to sit down on the bed. You explain that Yaztromo is alive and well, but that you have some terrible news for her concerning her husband. A look of dread covers her pale face, and she bursts into tears as you relate the tragic tale that led to her husband's untimely death on the day you met him. You leave her to grieve alone whilst you unlock Nicodemus's cell door. The old wizard is still in a deep sleep as a result of being drugged by his kidnappers. 'Set us free and I'll give you some special smelling salts that will wake him up,' the seaman opposite says. You reply, saying you will only unlock his door if he gives you the smelling salts first. He agrees, and passes a small vial to you through the bars. You uncork the vial and place the sharp-smelling salts under Nicodemus's nose. He immediately starts to cough and splutter, and sits bolt upright. He looks at you with a face like thunder. 'Who are you?' he demands. You tell him your story and why you are here to rescue him. Luannah enters his cell and tells you that she wants to come with you to help avenge her husband's death. 'Let us out and we'll come too!' shouts the seaman. 'These are dark days indeed,' Nicodemus says soberly. 'We need to leave immediately. Unlock the cell doors. We'll need all the help we can get to escape from the palace.' You release the six men and make your way back along the corridor and up the stone steps. You push the door open and walk outside. The seamen arm themselves with picks and shovels left behind by the palace gardeners. 'As soon as we see anybody, I'll cast a Time Freeze spell. That will give us one minute to escape through the entrance gates, but not a second longer,' says Nicodemus, who is still a bit unsteady on his feet walking along. Ahead you see some guards milling around the barracks. Two of them spot you and shout the alarm. More guards spill out of the barracks, some armed with crossbows. Nicodemus stops to raise his arms in the air with the palms of his hands pointing towards the oncoming guards. He murmurs arcane words which you do not understand, and suddenly the guards stop moving, standing mid-step as though frozen in time. 'Hurry!' shouts Nicodemus, half shuffling, half walking as fast as he is able. You pass through the entrance gates with seconds to spare, deciding which way to go. 'Let's head for Herring Wharf and board a ship,' shouts one of the seamen.



They all shout 'Aye!' and run across Palace Square. If you want to follow them, turn to **168**. If you want to turn right towards Palace Bridge, turn to **346**.

**323**

With your sword drawn, you slowly descend the wooden stairway into the semi-darkness. You are about halfway down the steps when a sickly grey hand reaches out from the shadows and grabs your ankle. An unseen creature goes berserk, wailing loudly as it tries to bite your leg. You swing your sword blindly at your attacker. *Test Your Luck*. If you are Lucky, turn to **199**. If you are Unlucky, turn to **287**.

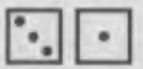
**324**

Hakasan comes bounding into view with a beaming smile on her face. 'Not one rabbit but two!' she announces with smug satisfaction, dropping the dead rabbits on the ground in front of you. It's not long before you are feasting on spit-roast rabbit to the point where you feel you are going to burst. Add 3 *STAMINA* points. You stoke the fire before retiring to the pigpen, taking it in turns to sleep whilst the other keeps watch. You hear sporadic grunts and growls outside, but the night passes without incident. You set off early next morning towards Darkwood Forest, convinced that your treasure-hunting fortunes will soon change. Turn to **56**.



**325**

You retrace your steps, and it isn't long before you are back at the spot where you left Hakasan in the forest, but you are alarmed to discover that Hakasan is not there. You wonder if maybe you are in the wrong place, but are certain the tree you are standing next to is the same one Hakasan was leaning against when you left her. 'You took your time, didn't you?' a familiar voice calls out from above. You look up to see Hakasan staring down at you from a high branch of the tree. You ask her how she managed to climb the tree with a broken ankle, to which she replies, 'I used a rope to climb up. I'm stronger than you think! Did you find anything for my ankle?' She lowers herself down to the ground and sits down. You see that her ankle is very swollen and take the jar and bandage out of your backpack. She asks what it is and you reply that the jar contains a yellow paste that smells of rotten eggs and is supposed to be a 'cure-all'. Hakasan uncorks the jar, sniffs the paste and says, 'That smells disgusting, but what have I got to lose? I might as well rub some of it on my ankle.' As soon as she applies the paste on the damaged ankle, the deep cut starts to heal. 'Look!' exclaims Hakasan. 'This is incredible! My ankle is healing. It's still sore but I think I should be able to walk on it.' You tell her it would be wise to stick to the original plan and go to Yaztromo's to warn him about Zanbar Bone and, with luck, you might still be able to



track down Klash tomorrow. You bandage Hakasan's ankle and help her to her feet. You make a crude crutch out of a branch for her to support herself on, and set off west at a slow pace. You take the lead, hacking your way through bushes and the thick undergrowth of a dense part of the forest. You stumble upon a tree stump which has been carved in the shape of an ancient throne. There is a dented pewter mug hanging in mid-air on a piece of string tied to a high branch of a nearby tree. A note written on a piece of paper inside the mug says, *Welcome to the Throne of Wishes. You may make one wish at a cost of 1 Gold Piece. Drop a coin into the mug, sit down on the throne, and make your wish.* If you want to pay 1 Gold Piece to make a wish, turn to **112**. If you would rather keep on walking, turn to **348**.

**326**

The man eyes you suspiciously, wondering why you stopped him. 'I've got nothing worth robbing me for if that's what you're thinking,' he says in a tired voice. You reply that you are about to set off on a treasure hunt in Moonstone Hills and are just trying to collect some provisions before leaving Chalice. 'I wouldn't bother with Barrel Street, trust me,' he says with a knowing look. 'For a Copper Piece, I'll take you to the main gates if you are ready to go now?' Will you:



| | |
|---|---|
| Pay for a ride to the main gates? | Turn to **255** |
| Walk back to the market square to go to Armoury Lane? | Turn to **8** |
| Walk back to the market square to go to Beggar's Alley? | Turn to **283** |

**327**

The howling gale builds into a violent storm. The *Blue Marlin* struggles to climb each mountainous wave before surfing down the other side and crashing into the waiting trough. It is difficult to make good headway under sail, even with Mungo fighting with the tiller to keep his boat on course. You frantically bail water out of the boat with a bucket, but it is exhausting work and drains your strength. Lose 2 *STAMINA* points. At one point a huge rogue wave crashes down on to the decks, almost knocking you off your feet, but you manage to grab the rigging to save yourself. The storm dies down as you come into port, and you both agree you have done enough sailing for one day. Mungo is distraught that his cargo has been washed overboard, and tells you that your services are no longer required. He pays you 1 Gold Piece despite his loss, and you thank him for his generosity. You shake his hand and leave him to repair his boat, and head down Harbour Street towards Singing Bridge. Turn to **63**.



**328**

You take the Chaos Warrior's gauntlets, which fit you perfectly. Add 1 *SKILL* point. You find nothing in his pockets, but the leather pouch on his belt contains a yellow handkerchief. You unfold it and cannot believe your eyes. Klash lied to you. Lying in the palm of your hand is a large gold ring, an elaborate design of intertwining snakes with their heads locked together, mouths open. It is the Ring of Burning Snakes, the one thing that Nicodemus needs to defeat the Demon Prince, Zanbar Bone. Time is short. You must rescue Nicodemus before Lord Azzur silences him for ever, and return his fabled ring to him. You put the ring in your pocket and run across Singing Bridge in pursuit of the guards. Turn to **25**.

**329**

Bignose looks at you with a hurt expression on his face, and says, 'Well, if you can't tell me, you can't tell anybody. But never mind because I think you are making all of this up. I'm sorry, but I've got better things to do than stand here listening to your tall tales. I need to find my second cousin, so I'll be on my way. Cheerio!' The Dwarf barges past you, whistling loudly, and is soon out of sight. Turn to **246**.

**330**

The glass jars are labelled *Dried Deelia Petals*, *Zanhoke Seeds*, *Noop Powder*, *Redthorn Leaf*, *Siff-Saff Paste*, *Lotus Flower* and *Fireroot Juice*. You can fit three jars in your backpack. If you wish to take any, make a note of which three you take. Finding nothing else of interest, you leave the cabin to carry on to Moonstone Hills. Turn to **134**.



**331**

Many of the books have tattered covers and missing pages. They are written on a variety of topics such as cabin building, animal traps and growing vegetables, but the one that really catches your eye is an old tome entitled *Crafting Puzzle Boxes* which has an illustration of a stag beetle on the cover. The book is handwritten, each written page filled with detailed ink drawings on how to make intricate boxes with secret compartments, sliding parts and hidden catches. 'Could this be Gurnard Jaggle's home?' Hakasan asks excitedly. You decide to look inside his wooden chest to find out. Turn to **376**.

**332**

The venom from a Yellowback is quick-acting, and paralysis of your central nervous system soon sets in. Your temperature rises and your heart starts pounding in your chest. Hakasan runs over to help, frantically trying to bleed the poison from the wound, but there is nothing she can do to save you. It's not long before you lose consciousness, never to recover. Your adventure is over.





*He is wise-looking and you don't feel threatened despite his cold stare*



333

You push on through the forest, spurred on by the fact that you are nearing your destination. The trees thin out a little as you approach the southern edge of the forest, and suddenly you see the top of a huge stone tower poking out just above the treetops ahead. Hakasan whoops for joy, saying, 'Yaztromo's Tower! We've found it!' You walk on as quickly as possible in the fading light, soon arriving at a clearing where the tall tower stands proudly, causing a formidable shadow to be cast across the forest floor. Built with the help of the Dwarfs of Stonebridge, it has been home to the grand wizard Yaztromo for as long as anyone can remember. As you walk towards the great oak door, you are alarmed to see that the limestone blocks at ground level have turned jet black to a height of three metres. Just as you are about to ring the brass bell hanging in the doorway, the door flies open. A ruddy-faced old man with long white hair and a long white beard stands blocking the doorway, staring at you with a deep frown on his face. He is holding a wooden staff and is dressed in long, flowing scarlet robes. His is wise-looking, and you don't feel threatened despite his cold stare. 'Hello. Do I know you? Have we met before? Have you come here to deliver my cakes? If not, you can turn around and be on your way!' he says abruptly. You reply, saying that you have bad news regarding his tower. 'My tower? As if I don't



know about my tower! Look at it! It's turning black! It's as though black ink is coming out of the ground and creeping up the walls to stain the beautiful limestone. At this rate it will be totally black before the end of the week! Even my powerful magic can't seem to stop it. It's terrible! Have you any idea what is going on?' You tell Yaztromo that the reason why you have come to see him is to tell him about Zanbar Bone's plans to take over his tower. 'Zanbar Bone! He's coming back, is he? I should have known. If that piece of skeletal detritus thinks he is going to take over my tower and rule Allansia, he's got another think coming! You better come in and tell me all about it.' You enter his tower and follow the grand wizard slowly up his winding wooden staircase. He huffs and puffs his way all the way up to his library on the fourth floor where he slumps down into his favourite armchair, mopping his brow with a bright orange handkerchief. You sit down next him and recount the alarming tale told to you by poor Horace Wolff. 'I see. This is very bad news indeed,' he says, looking glum. 'It's getting late, so I suggest you spend the night here. We'll have some supper and come up with a plan! How hungry are you? Do you want to eat right away? Or would you like to look at my fine collection of books?' If you want to eat immediately, turn to **14**. If you would rather look at Yaztromo's books first, turn to **241**.



**334**

You walk up to the man and introduce yourself. He looks you up and down, and says dismissively, 'You look like you need a job. I'll pay you 2 Gold Pieces to help Olaff load these shelves. It shouldn't take you more than two hours.' If you want to accept the job offer, turn to **240**. If you would rather go back to the market square to walk down Beggar's Alley, turn to **283**.

**335**

You begrudgingly hand over a Gold Piece to the old man, who bites on it to make sure it is genuine. Satisfied it is real, he steps aside to let you climb down the rope ladder, and you are soon on your way again to Yaztromo's Tower. Turn to **251**.

**336**

Your sword will only do minimal damage to the gelatinous flesh of the Lavaworm, which heals almost instantly. Each time you win an Attack Round, the Giant Lavaworm only loses 1 *STAMINA* point instead of 2.

*GIANT LAVAWORM* *SKILL 9* *STAMINA 9*

If you win, turn to **382**.



### 337

The monstrous creature lumbers forward, its long tentacles curling in and out of its cavernous mouth, trying to snare you. Its iron-like hide is difficult to pierce with normal weapons, but your Venom Sword was crafted with Demon-slayer magic. Add 3 *SKILL* points.

*QUAG-SHUGGUTH* *SKILL 12* *STAMINA 13*

If you win, turn to **362**.

### 338

Despite its size, the Troll is quick to react. It grabs your leg as you try to kick it, and pulls you through the doorway. With one swipe of its giant hand, it sends you flying down the stone steps to land heavily on the corridor floor below. Lose 1 *SKILL* point and 3 *STAMINA* points. The Troll goes berserk and rushes down the steps to attack you. You stand up and run down the gloomy corridor, turning left at the first junction, trying to escape the angry creature. But a twisted ankle slows you down and you have no choice but to turn and fight the IMPERIAL GUARD TROLL who is closing in on you. You will automatically lose the first Attack Round due to your injury.

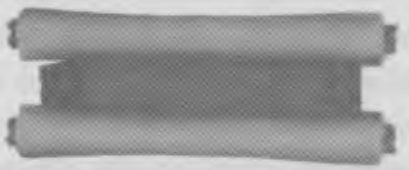
*IMPERIAL GUARD TROLL* *SKILL 11* *STAMINA 11*

If you win, turn to **322**.



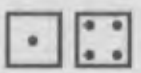
### 339

The pirate boat comes alongside your boat with the crew reaching out to take hold of it. The pirate captain orders you both to climb on board his boat, and tells his men to take all of your possessions, including your sword. They chain you by your ankle to a seat in the boat and give you an oar. 'Welcome aboard,' says the sneering captain. 'You are now officially under the command of Captain Crow. Row hard and you might get fed.' You try to convince the captain about the return of Zanbar Bone, but he tells you to stop making up fanciful stories and concentrate on rowing. Wondering about the fate of poor Hakasan, you begin your new life as a river pirate. Your adventure is over.



### 340

You bid farewell to the tracker, walking past her to exit the cave. You step outside on to the ledge where the bright sunlight hurts your eyes, making you squint. You scramble down the crag to the main entrance to the cave. Peering inside, you see nothing but darkness beyond the sunlit entrance. If you want to enter the cave, turn to **79**. If you would rather head west towards Darkwood Forest, turn to **242**.





**341**

'Certainly! You've come to the right place. I've got the best fireworks in town,' he says with a smile, his tone even more jovial now that you have expressed interest in buying some of his goods. 'My fireworks are made with the finest black powder in Allansia. I buy it from the Lizard Men of Fire Island. So, how many do you want to buy? They cost 1 Gold Piece each. You won't be disappointed when they light up the sky.' You may buy as many fireworks as you wish up to a maximum of ten, which is the most you can fit into your backpack. With the transaction completed, Finbar asks you if you own a flintlock pistol, saying, 'If you do, you should buy some of my black powder to fire it with. I sell a lot of it to pirates and freebooters, and they know good black powder when they see it! It's only 2 Gold Pieces for a pouch of the best.' If you own a flintlock pistol and want to buy some black powder, turn to **39**. If you would rather leave the shop and walk to Singing Bridge, turn to **118**.



**342**

Hakasan looks deep in thought as you head west, ambling through the tall grasses of the plain without the usual spring in her step. Without warning, four small, sinewy creatures with brown, scaly skin jump up from where they were hiding in the long grass. They are GOBLINS and you must fight them. You take on two of them, which you fight at the same time. During each Attack Round, the Goblins have two attacks.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First GOBLIN* | *5* | *5* |
| *Second GOBLIN* | *5* | *4* |

If you win, turn to **299**.

**343**

The baying crowd closes in on you, grabbing your arms. There are too many of them for you to fight. 'Put the thief in the stocks for the rest of the morning. Let it be a lesson and a warning to one and all that crime doesn't pay,' a large, bearded man with braces holding up his baggy britches says in a commanding voice. 'Have your rotten eggs and tomatoes at the ready!' Still protesting your innocence, you are dragged kicking and cursing to the wooden stocks set on top of a stone plinth in the middle of the square. With your wrists and neck firmly



locked in the jaws of the stocks, a loud cheer erupts as the first egg splatters into your face, quickly followed by two more. The barrage continues all morning, some of the more unkind folk hurling potatoes which thump painfully into your face, giving you two black eyes. Lose 1 *STAMINA* point. You are finally released from the stocks at noon in considerable discomfort and decide you should waste no more time in the market square. Turn to **58**.

### 344

Bignose pauses to look at his treasured weapon for a second before saying, 'Done! I'm not going to argue with anybody who is going to help Yaztromo. The battleaxe is yours!' You thank Bignose for his generosity, and give him the bell and the candle in exchange. He smiles, saying, 'Right, I must be on my way. I've got my second cousin to find. Cheerio!' The Dwarf walks past you, whistling happily to himself, and is soon out of sight. Turn to **246**.

### 345

The gully opens out on to a rock-strewn valley, at the end of which one hill stands out against all others. Its shape roughly resembles that of a giant human skull, almost as though somebody long ago had carved it that way. It is almost devoid of vegetation and has a rounded top.



Two recesses high up resemble eye sockets, and a large rock sticking out below could pass for a nose. There is an entrance to a cave at ground level which could easily be mistaken for an open mouth. You hurry along the valley as quickly as possible, looking at your map, eager to explore inside Skull Crag. You arrive at the cave and peer inside to see nothing but darkness beyond the sunlit entrance. If you want to enter the cave, turn to **79**. If you would rather climb Skull Crag to find another way in, turn to **281**.

### 346

You are metres away from Palace Bridge when the guards snap out of their paralysed state and pour out through the palace gates to give chase. They first catch sight of the seamen running across the square and take aim at them with their crossbows. You hear cries for help from two of the seamen who are shot in the leg and stumble to the ground. You do not stop to find out what happens to them, and run over the bridge, turning right into Axeman's Street. You see a rowing boat tied to the steps below, and tell Nicodemus and Luannah to jump on board. You untie the boat, grab the oars and push off, rowing as hard as you can upriver to escape under the arch of the city wall. Guards appear on the bridge, with a Troll Imperial Guard shouting the order for the crossbowmen to fire at you. *Test Your Luck*. If you are Lucky, turn to **221**. If you are Unlucky, turn to **106**.



### 347

It's not long before you see a speck of daylight at the end of the tunnel. You arrive back at the narrow entrance to Skull Crag and see the shape of a human figure silhouetted against the daylight. With your sword in hand, you call out to challenge the person standing in your way. You hear a young woman's voice calmly say, 'Put your sword away, I'm not looking for a fight. I picked up your footprints in the valley and followed you here. I thought that whoever made the effort to explore Skull Crag must have a good reason to do so. I'm pleased you made it out alive. What brought you here?' If you want to reply that you are an adventurer looking for treasure, turn to **132**. If you would rather let your sword do the talking and step forward to attack the woman, turn to **363**.





### 348

The further you go, the more the forest's thick vegetation closes in on you. Long vines hang down from ancient trees, and the blanket of leaves above blots out most of what little light remains of the day. Scrambling over gnarled roots and moss-covered rocks, hacking your way through the dense undergrowth, is tiring and makes for slow progress. Lose 1 *STAMINA* point. 'Are you sure we are still heading west? I swear we passed by here before,' Hakasan says, breathing hard, pointing at a large bush with broad, purple-edged leaves. If you possess a brass compass, turn to **315**. If you do not own a compass, turn to **369**.



### 349

The large door is yanked open by a huge, bald-headed man wearing a dirty vest and grubby trousers. He looks very angry. 'I hate door-to-door vendors,' he screams in your face. Before you can protest your innocence, he smashes you over the head with a chair leg and slams the door. Lose 2 *STAMINA* points. You decide against knocking on the door again and walk to the T-junction at the end of the alley. Turn to **206**.



**350**

The only bandit left alive takes aim at you with his bow and fires off another arrow before turning around and disappearing into the forest. *Test Your Luck*. If you are Lucky, turn to **83**. If you are Unlucky, turn to **245**.

**351**

The liquid is thick and creamy, and tastes of mint. A warm glow spreads through your body and you immediately feel invigorated. Onx's potion is genuine. Add 1 *SKILL* point and 3 *STAMINA* points. You hand the bottle to Hakasan, smiling smugly, and tease her for doubting you. She snatches it from you, scowls and gulps down what's left of the potion. Her scowl soon turns to a smile, and she says with glee that her ankle feels suddenly strong and free from pain. Minutes later the swelling is gone, and she is able to stand and put her full weight on the ankle. 'That's incredible! Thank you, thank you, thank you,' she says happily. You suggest that you should stick with the original plan and go to Yaztromo's Tower to warn him about Zanbar Bone. You take the lead, hacking your way through bushes and thick undergrowth of a dense part of the forest. You stumble upon a tree stump which has been carved into the shape of an ancient throne. There is a dented pewter mug hanging in mid-air on a piece of string tied to a high branch of a nearby tree. A note written on a piece



of paper inside the mug says, *Welcome to the Throne of Wishes. You may make one wish at a cost of 1 Gold Piece. Drop a coin into the mug, sit down on the throne and make your wish.* If you want to pay 1 Gold Piece to make a wish, turn to **112**. If you would rather keep on walking, turn to **348**.



**352**

You bound up the steps, sword in hand, to find yourself standing face-to-face with another MAN-ORC. It points at you and starts screaming and shouting in a language you don't understand. It picks up both swords lying on the floor and runs at you, intent on revenge. You must fight the Man-Orc.

| *MAN-ORC* | *SKILL 6* | *STAMINA 6* |
|---|---|---|

If you win, turn to **210**.

### 353

You cross the square and walk boldly towards the palace entrance. There are two huge guards standing in front of the open gates wearing black armour. They have green skin, tusked mouths, and a rather unpleasant bodily odour wafting around them. They are ugly trolls, civilized enough to speak, but in reality merciless brutes hired by Lord Azzur as Imperial Guards to keep unwanted guests out of his palace. 'Halt!' one of them grunts, pointing his spear at you. If you want to ignore him and walk through the entrance gates waving your hand dismissively at the Trolls, turn to **390**. If you would prefer to try bribing the Trolls to let you in, turn to **5**.

### 354

You see blood seeping from the needle-like punctures in your skin, and you know you will have to act quickly to prevent the onset of paralysis. You search through your backpack to look for an antidote. If you want to try snake oil, turn to **128**. If you want to try stikkle wax, turn to **162**. If you want to try dried nettles, turn to **314**. If you have none of these items, paralysis will soon set in and there is nothing you can do to stop it. Your adventure is over.

### 355

You continue your slow journey, carving your way through the thick undergrowth. You arrive back at the large plant with the purple-edged leaves, and realize you have gone in a complete circle. Lose 1 *LUCK* point and 1 *STAMINA* point. If you want to head left, turn to **233**. If you want to keep going right, turn to **293**.

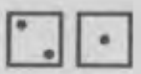


### 356

Holding the dagger in front of you by the tip of its blade, you take careful aim at your ultimate enemy, with Hakasan screaming at you to hurry. You throw your dagger at the Demon, and watch it fly towards its skull. Roll 1 die and add 1 to the number rolled if your current *SKILL* is 10 or higher. If the total is 1–5, turn to **222**. If the number is 6 or 7, turn to **267**.

### 357

Four member of the press gang jump on you, taking your sword and tying your arms behind your back. You are pushed next to a forlorn-looking young man wearing a baggy white shirt and black britches who is also tied up. 'Right, lads, put these rats below decks on board the *Toucan* and show them the floors they'll be scrubbing and bilges they'll be cleaning for the next month at sea. Nobody is going to miss these nobodies!' You protest loudly, but there is nothing you can do to stop the press gang dragging you on to their pirate ship. Your adventure is over.





*Three blue-skinned goblin-like creatures run out, screaming at the top of their lungs*



**358**

As you approach the scarecrow, its head suddenly lifts, and you see it's not a man made of straw, but a live human being – a sinewy old man with a long beard and straggly hair wearing ragged clothing. 'Help! Help!' he shouts desperately on seeing you. At that moment the cabin door flies open and three blue-skinned goblin-like creatures run out, screaming at the top of their lungs. They are no more than a metre tall, and are wearing red cotton jackets, red pointed hats and red canvas shoes. They have large heads with long pointed noses, and their wide mouths house sharp, jagged teeth and bright red tongues. Their sunken, lizard-like green eyes glaring out from under their pointed hats give them a deranged look, made all the worse by the sight of the big forks and long knives they are holding. They cackle manically as they run forward to stab you in the leg. If you want to fight the BLUE IMPS, turn to **226**. If you want to make a run for it, turn to **116**.

**359**

You reach the end of the valley where you decide to give up on the search for Gurnard Jaggle's tracks to focus on treasure hunting. You head down the gully, mindful of an ambush, but pass through it without incident. By the time you finally reach the western edge of Moonstone Hills, the sun is low on the horizon. As the shadows

lengthen, you hurry north-west across the Eastern Plain towards the tumbledown ruin of an old farmhouse, which looks like a good place to camp for the night. In the far distance you see the great wall of trees which marks the edge of Darkwood Forest. If you want to stay in the ruined farmhouse for the night, turn to **228**. If you want to press on to Darkwood Forest, turn to **136**.

**360**

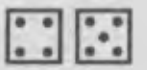
He slaps his thigh and says, 'Jolly good,' in a booming voice. He stands up and walks over to you with a big beaming smile spread across his face, his hand outstretched to greet you. Whilst shaking your hand vigorously, he says, 'Good day, dear people. My name is Bignose, for obvious reasons, as you can see! I am the second cousin of Bigleg of Stonebridge. Sadly he went missing some months ago, and I have been searching for him ever since. He looks very much like myself only he doesn't have a big nose! You haven't seen him, have you?' You both shake your heads and tell him that you haven't seen his cousin. 'Ah, that's a shame. I know he's somewhere in the forest. He's searching for the war hammer stolen from Gillibran, our king. What brings you to Darkwood Forest?' If you want to reply that you are on your way to Yaztromo's Tower, turn to **297**. If you want to reply that you are treasure hunters, turn to **143**.



**361**

You hit the ground hard, landing with a thump. You pick yourself up without realizing that four coins fell out of your pocket. Roll four dice. For each even number, lose 1 Gold Piece. For each odd number, lose 1 Copper Piece. You watch the horseman disappear west in a cloud of dust; whoever it is, he's clearly in a hurry. You decide you might as well help yourself to some corn, eating one cob and saving three for later. Add 1 *STAMINA* point. Still wondering who the horseman was, you set off again, leaving the cornfield behind. Looking east, you estimate it will be dark before you reach Skull Crag, and hope you will be able to find somewhere safe to camp down for the night. Looking south, you see a semi-ruined stone cottage with its thatched roof mostly missing. If you want to take a look inside the cottage, turn to **319**. If you would rather press on towards Moonstone Hills, turn to **164**.





**362**

The death of Quag-Shugguth makes Zanbar Bone go into a frenzy. With maggots pouring from his mouth, he curses your name. Lightning strikes the ground from the darkened sky, and he steps down from his throne to order his Skeletons forward to attack. Yaztromo casts a Warp Spell on the Skeletons to slow them briefly and give you time to advance, whilst Hakasan launches herself at the Skeletons in front of you, swinging her sword back and forth trying to hack a way through to the Demon Prince. The air is putrid with the smell of Skeletons, their bones grinding against each other in the crush to reach you. But you stay calm and ready yourself for the final battle. If Nicodemus is wearing the Ring of Burning Snakes, turn to **296**. If he is not wearing his special ring, turn to **138**.

**363**

As you stride towards her, you do not see the tripwire that was put in place by the ninja tracker standing at the entrance to the cave. Your left foot catches on the near-invisible wire and you trip over, knocking yourself out as you land heavily on the rock floor. When you wake up you find yourself tightly bound and gagged, and all your possessions gone. There is little hope that you will ever be found alive unless by Cave Trolls, which is not much consolation. Your adventure is over.



**364**

You are hit in the leg by an arrow. Lose 1 *SKILL* point and 2 *STAMINA* points. Ignoring the pain, you charge towards the bandits before they have time to reload, swinging your sword in the air. Fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First BANDIT* | *6* | *7* |
| *Second BANDIT* | *7* | *7* |
| *Third BANDIT* | *7* | *6* |

If you win, turn to **22**.

**365**

The street sweeper seems very happy with the trade. You place the brown bottle of oil in your backpack and bid him farewell. He smiles, nods in gratitude, and goes back to sweeping the square, whistling happily to himself. Just as you are about to walk away, he turns to you, raises one eyebrow, and says, 'I've got skunk oil if you want it? It's the real stuff, you understand? It stinks so bad it would make a charging Minotaur turn and flee! It's my wife's birthday tomorrow. I need an ornament. She likes birds. You got any?' If you want to trade your brass owl for a small bottle of skunk oil, turn to **318**. If you would rather politely refuse his offer and leave the square, turn to **58**.



## 366

The bearded man thumps the table and shakes his head in disbelief, not very amused that he lost the game of Dungles and Draggles. He pulls the old pistol from his belt and slaps it on the table, saying, 'Here, take it. The flintlock is now yours. I'm not sure if it works, mind.' Pleased with your prize, you head back to the bar. Turn to **89**.

## 367

It is only when you reach the wicker basket that you realize just how big it is. It contains a huge rectangular block of black stone which has been carved on one side with a scene of an advancing army of Skeleton Warriors being urged on by a robed skeleton figure holding a scythe who has spikes jutting out of its skull, and lizard-like eyes. Beneath the stone block lies a man with dark hair; the lower half of his body has been crushed. You cut the vines keeping the lid of the basket shut to try to pull the man out, but you are unable to free him, even with both of you trying to lift the stone. He stares at you without blinking, his eyes wide open in fear, knowing there is nothing you can do to save him. He reaches out, clutches your arm, and in a stuttering voice says, 'He's coming back. He's coming back! You've got to stop him. You've got to stop him!' The poor man screams out in pain as he tries to sit up to take a drink of water from your flask. Hakasan tries to comfort him whilst he breathes in and out sharply, noisily spraying out water through his gritted teeth. He calms down and starts talking rapidly, desperate to tell his tale. 'Listen carefully, stranger. I don't have long. My name is Horace Wolff. I am a stonemason. I live in a small hamlet north of Anvil. One day months ago, I returned home after delivering a gargoyle to a customer in Stonebridge to find two Spirit Stalkers waiting. The undead messengers of evil wore black hooded cloaks, and were sitting motionless on huge steeds – black stallions with fiery red eyes, with my wife standing beside them in chains! In hissing voices they warned that unless I did their bidding, I would never see Luannah again. They took her away that day, and ever since I have been carving this block of granite. This morning the Spirit Stalkers returned and summoned a Warhawk to fly me to Yaztromo's Tower! My task was to put this keystone in place there, but as we flew southwest, I realized that Allansia would be doomed if I did. I stabbed the Warhawk's foot with my chisel, hoping to make it land. But it let go of the basket and I crashed to the ground. I know my injuries are fatal and I'll never see my wife again. But I had to do it to keep Allansia safe, at least until the Spirit Stalkers come calling for their keystone. Or should I say my tombstone.' The man chuckles briefly at his own dark humour, coughs and



falls silent. You mop his fevered brow and ask him why Allansia is in danger. 'Bone. Zanbar Bone. His tower was once destroyed, and he with it, forever it was thought, but I know differently. The second coming of Bone is nigh. His loyal servant, Lord Azzur of Port Blacksand, has been plotting his return. Using arcane magic to turn Yaztromo's Tower black, and when this keystone is in place, the tower will itself summon Zanbar Bone to return from his twilight existence on the Demon Plain to rule Allansia.' Hakasan asks for more information about the man called Zanbar Bone. In an angry voice he replies, 'Man? Did I say Zanbar Bone is a man? Zanbar Bone is not a man, nor anything resembling a man. He is undead. He is the Night Prince. You must stop Bone. You must warn Yaztromo. You must get help from Nicodemus. You must rescue my wife, Luannah. You must...' But before he can finish his sentence, the stonemason's mouth falls open and his eyes widen into a fixed stare. His body stiffens as he sucks in his last gasp of air, exhaling slowly before slumping back down on the ground. 'The poor man. What a terrible curse put upon him. And what of Lord Azzur and Zanbar Bone? What does this all mean? Are we doomed? Or was he just delirious after the fall?' Hakasan asks. If you want to reply that you believe Horace's story, turn to **238**. If you want to reply that you believe he was delirious and speaking nonsense, turn to **190**.



**368**

The grass-covered foothills are easy enough to climb, but the going gets harder when the incline becomes steeper, and you have to avoid loose rocks and stones. Each hilltop you reach, you look eastwards hoping to catch sight of Skull Crag. Finally you see what you are looking for in the distance. It's a hill which stands above all others and, more importantly, it has a rounded top which resembles a human skull. Spurred on by the sighting, you scramble down the hill and press on. It's not long before you arrive at the entrance to a small cave at the foot of the next hill, which is still quite some distance away from Skull Crag. If you want to look inside the cave, turn to **265**. If you would rather keep heading east, turn to **236**.

**369**

You are not certain which way you are headed since you can't see the sun to get your bearings. Lose 1 *LUCK* point. If you want to keep going in the same direction, turn to **233**. If you want to go further right, turn to **293**.

**370**

You walk down the narrow tunnel for thirty metres, the light from your lantern casting eerie shadows against the rock wall. Suddenly you hear a dull rumbling sound coming from behind you. Turn to **157**.

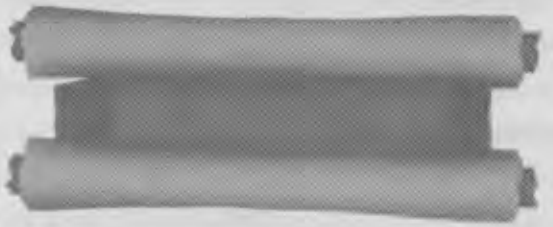


## 371

Palace Street is lined with the grand houses of rich merchants and city officials, and leads into Palace Square, a picturesque tree-lined open space with flower beds and iron benches which seems strangely out of place with the rest of Port Blacksand's grim and dangerous districts. But the square was built for the enjoyment of one man for whenever he looked out from his residence you see opposite – the Palace of Lord Azzur. The imposing main building has two wings with a tall tower on both, from which the flag of Azzur flies. There are guards everywhere, but there is no sign of the two guards who absconded with Nicodemus. Suddenly a trumpet sounds loudly, a shrill call to the guards for them to stand to attention. The entrance gates open, and an opulent black-and-gold coach drawn by two black stallions drives out through the gates at speed, sliding sideways as it turns left in a cloud of dust, the coachman yelling at his steeds to go faster. You catch a glimpse of the passenger through the small window of the coach. It is somebody swathed in lavish navy blue robes with gold fastenings, his head completely wrapped in blue cloth held in place by jewelled brooches and his face totally hidden from view. It is the curse of Port Blacksand himself, Lord Azzur. The guards all stand frozen to the spot, not even daring to breathe as Lord Azzur drives by. With the entrance gates open, you realize you have the



chance to enter the palace to find Nicodemus. The guard standing nearest to you on the corner of Palace Street is still standing to attention. If you want to knock him out and take his helmet and armour to enter the palace disguised as a guard, turn to **274**. If you want to walk into the palace as you are, turn to **353**.



## 372

You search through the bandits' belongings and find two apples, a chunk of cheese wrapped in a damp cloth, a leather purse containing 2 Gold Pieces, a silver signet ring with a horseshoe engraving and a small stoppered glass bottle containing a purple-coloured liquid. You take the Gold Pieces and think about what else might be of use to you. Will you:

| | |
|---|---|
| Eat the apple and cheese? | Turn to **266** |
| Try on the silver signet ring? | Turn to **141** |
| Drink the purple liquid? | Turn to **127** |

**373**

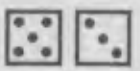
You draw your sword and jump down. You land heavily on the ground, twisting your ankle. Lose 1 *SKILL* point and 1 *STAMINA* point. You do not have time to think before the slavering attack dogs pounce. Fight them one at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First ATTACK DOG* | *6* | *6* |
| *Second ATTACK DOG* | *6* | *7* |

If you win, turn to **219**.

**374**

The bridge is narrow, forcing you to dismount and lead Stormheart on foot across it. You are almost halfway across when you hear the creaking sound of ropes straining on pulleys, as if pulled by invisible hands. The section of the flooring beneath your feet suddenly gives way, and you fall through the open trapdoor and land awkwardly with a splash in the cold water of Catfish River. Lose 1 *STAMINA* point and two items from your backpack. Stormheart gazes down through the open trapdoor, watching you drift downriver. You swim over to the north bank and climb out. You whistle to Stormheart to jump over the trapdoor on the bridge and trot over to you. Whilst you are drying yourself out, Stormheart drinks from the river and grazes on the lush grasses nearby. Annoyed by the unnecessary delay, you set off west again at a fast gallop, with the high city wall surrounding Port Blacksand just visible in the distance. The closer you get, the more you see of the dark rooftops and stark buildings jutting above the wall. You arrive an hour later at a small village of no more than a dozen thatch-roofed cottages just east of Port Blacksand. The villagers are weaving wicker baskets out of the long reeds that grow on the riverbank to sell them in the market in Port Blacksand. They stare at you as you pass by, in awe of your noble stallion. You are greeted by a smiling lady standing on her porch in front of a stack of wicker baskets. She is wearing a brightly coloured headscarf and a white apron over her long dress. 'Welcome to Flax,' she says in a jolly voice. 'My name's Cris. How can I help you?' You reply, saying you are on your way to Port Blacksand, whereupon her eyebrows rise in mild surprise. 'The thieves there will be pleased to see you. They love taking money from people of your ilk, all la-di-da on your big horse! If I were you, I'd hire a boat from my husband and row downriver and slip into Port Blacksand unnoticed. We can look after your horse while you're gone.' If you want to hire a boat to row to Port Blacksand, turn to **41**. If you want to turn down her offer and ride to the main city gates on Stormheart, turn to **264**.



**375**

A search of the cave yields nothing more than an old clay pot with a cracked lid. If you want to look inside the pot, turn to **51**. If you would rather leave the cave and press on towards Skull Crag, turn to **236**.

**376**

You lift the lid of the wooden chest and see that it is filled with lots of wooden boxes, all with the same ornately carved lid featuring a beetle motif identical to the one you found. You are convinced you have found Gurnard Jaggle's home, and the hot soup on the stove suggests to you that he is still very much alive. Hakasan agrees, saying, 'Maybe we should wait here until he returns?' If you want to wait for Gurnard Jaggle to appear, turn to **280**. If you would rather leave the tree house and carry on towards Yaztromo's Tower, turn to **251**.

**377**

You place your swords and backpacks on the ground, and as you turn to walk away, you hear the twang of bowstrings being released, and the whistle of arrows flying through the air. Roll one die. This is the number of arrows that strike you, with the minimum number being two. Lose 2 *STAMINA* points for each arrow that finds its mark. If you are still alive, turn to **76**.



**378**

The one-armed beggar looks at you quizzically and says, 'Did you say Gurnard Jaggle? I do know him. He was quite a character, was old Gurnard. He loved gold. For years he panned for gold in rivers and streams but didn't find a single nugget. He had a brief stint as a gold miner with the same result. Then he tried treasure hunting and mostly failed at that. He once found a small treasure chest in a cave but was robbed of the gold on his way back home. This made him angry, and he became very jealous of people who did find gold. One day he went a bit mad and started making booby-trapped boxes, placing them in caves and dungeons where treasure hunters might go searching. They say one unlucky adventurer died an untimely death after opening one of Gurnard's boxes. A friend of mine told me that Gurnard left Chalice a few months ago with a sackful of his deadly boxes and was never seen again, and is presumed dead. Beware of any wooden box you find with ornately carved lids and a beetle motif in the middle. It's likely to be one of Gurnard's specials!' You thank him for the information. If you want to show your map to the beggars, turn to **13**. If you would rather wish them well and walk on, turn to **311**.



### 379

The mention of Zanbar Bone turns Luannah's sadness into anger, and she starts cursing his name, blaming him for her husband's death before falling silent again. You row on in silence, with everybody lost in their own thoughts. Suddenly a large crow swoops down and lands on the bow of the boat, cawing loudly. 'Hello, Vermithrax. How are you?' Nicodemus says calmly. 'Fine, thanks,' the crow squawks in reply. You are surprised to hear the crow speaking perfect Allansian. Nicodemus explains that Vermithrax is Yaztromo's companion, named after his mentor, the archmage Vermithrax Moonchaser. 'And how is Yaztromo?' continues Nicodemus. 'Not so good,' the crow replies with its head tilted to one side. 'Yaztromo sent me here to tell you that the outside walls of his tower are now black from the ground all the way up to the fourth floor, and he predicts his tower will be completely black by tomorrow. A Warhawk landed on top of the tower this morning carrying the black keystone which it put in place on the edge of the parapet. Yaztromo is distraught that he was unable to move it. The final piece of bad news is that Skeletons have been gathering in Darkwood Forest, and are now moving slowly towards the Tower.' Nicodemus tells Vermithrax to tell Yaztromo that help is on its way. The crow squawks and flies off east. 'In the morning when the tower turns black, Zanbar Bone



will return. The sorcery that destroyed him when he was a Night Prince would fail if he returns as a Demon Prince. How are we going to defeat him?' Nicodemus says, as though talking to himself, ruefully tapping his fingers on the side of the boat. 'If only I still had my special ring.' If you have the Ring of Burning Snakes in your possession, turn to **6**. If you do not have the ring, turn to **309**.

### 380

It is a finely crafted chain-mail coat and it fits you perfectly. Add 1 *SKILL* point. Pleased with your find, you walk on. Turn to **69**.



### 381

Hakasan looks sad, and says, 'Why did you say you were his enemy? His voice sounded quite friendly to me. Don't you think we should have spoken to him first? He might have been able to help us. Why was he calling out the name Bigleg? I wonder who he is. I guess we'll never know. We must bury him quickly and hurry on to Yaztromo's.' Turn to **246**.



## 382

Poking through the innards of the Lavaworm with the tip of your sword, you find a copper necklace with a circular copper name tag with the initials *MG* etched on it lying in the pool of green slime – no doubt the initials of some poor soul who came to the caves in search of gold but ended up as food for the Lavaworm. If you want to wear the necklace, turn to **57**. If you would rather leave it where it is and inspect the iron chest, turn to **212**.

## 383

You reach a section of the forest where the trees are closely packed together, making it difficult to see very far ahead. You walk on and almost stumble into a rope ladder which is suspended from an old oak tree. You look up to see that the rope ladder is hanging down from an open hatch of a large wooden tree house. You call out but there is no reply. You step warily on to the rope ladder and climb slowly up through the open trapdoor. You find yourself in a square room which serves as an all-in-one living room, bedroom and kitchen. There is nobody at home and you give the all-clear sign for Hakasan to climb up the rope ladder to join you. There is a wooden bed covered with animal furs in the corner of the far right-hand wall in front of which stands a large wooden chest with a beetle carving on the lid. A pan of vegetable soup is simmering on top of a small wood-burning stove. In the centre of the room there are two chairs tucked under a table, which has a candle glued to a skull welded to the table by thick lines of melted wax. Shelves fixed to the right-hand wall are lined with old leather-bound books kept upright by more animal skulls used as bookends. You cannot help but notice an unpleasant smell like rotten cabbage filling the room. Will you:

| | |
|---|---|
| Drink the soup? | Turn to **84** |
| Look at the books? | Turn to **331** |
| Open the wooden chest? | Turn to **376** |

If you don't want to stay in the tree house and would rather leave to continue your journey to Yaztromo's Tower, turn to **251**.



### 384

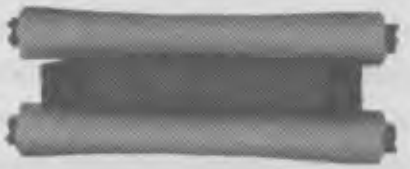
Shelves behind the shop counter are filled with gauntlets, helmets, axes, daggers and arrows, and the walls are covered with shields. Plate and chain-mail suits of armour stand against the right-hand wall. There is a glass case standing on the left side of the counter in which a magnificent sword is displayed, probably the finest you have ever seen in your life. The wide doorway behind the counter has a chain-mail curtain which is suddenly pushed aside by a hairy hand the size of a large ham. An enormous one-eyed creature steps through the curtains to stand behind the counter, leaning on it with its massive hands. 'Can I help you?' the CYCLOPS says with a smile, revealing a row of sharp spiked teeth. You point at the display case and ask if the sword is for sale. 'I'm sorry, this One-Eye is sold and awaiting collection. I could put you down for a new one if you would like to leave a deposit of 25 Gold Pieces? It should be ready in about three years. If that is too long for you to wait, might I suggest you buy one of my Demon Daggers for 10 Gold Pieces?' Will you:

| | |
|---|---|
| Buy a Demon Dagger? | Turn to **195** |
| Attack the Cyclops to get the sword? | Turn to **171** |
| Leave the shop and walk to the end of Armoury Lane? | Turn to **33** |



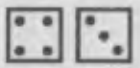
### 385

You see a well-worn studded leather gauntlet nestling in the undergrowth to the left of the path. It is damp and covered with mildew. If you want to try it on, turn to **270**. If you would rather leave it where it is and carry on, turn to **146**.



### 386

The howling gale is relentless and builds into a violent storm. The *Blue Marlin* struggles to climb each mountainous wave before surfing down the other side and crashing into the waiting trough. It is impossible to make good headway under sail, even with Mungo pulling hard on the tiller to keep his boat on course. You frantically bail water out of the boat with a bucket, but realize you are fighting a losing battle. Suddenly an enormous rogue wave crashes down on to the decks, sweeping you off your feet and washing you overboard into the sea. You can only watch helplessly as the *Blue Marlin* sails on, riding the giant waves of the storm. There is nothing Mungo can do to steer back to you, and once out of view, there is little hope of survival. Your adventure is over.



### 387

Making her escape, the girl snakes her way quickly through the crowded market. You run after her and grab her arm. She spins around, glaring at you fiercely, and manages to wriggle free. You calmly tell the girl to give you the pouch and that will be the end of the matter. She spits at you and slides her hand inside her smock to pull a knife from a hidden sheath. Seeing her move, you grab her wrist and take her knife from her, telling her to give you the pouch. 'Help!' she screams at the top of her voice. 'Help! I'm being robbed!' A crowd of people quickly gathers around you, several of them with daggers drawn. You try to protest your innocence, but with a knife in your hand, the crowd is having none of it. Nobody knows who you are. *Test Your Luck*. If you are Lucky, turn to **88**. If you are Unlucky, turn to **343**.

### 388

You feel very weak after your combat with the Scorpion Bug, and stand hunched over with your hands resting on your knees, panting heavily, deciding what to do next. Not wishing to go back to Hakasan empty-handed, you decide to go back to the tree house in the hope of finding something useful. It is late afternoon by the time you finally find it, but at least you get there without any further incidents. You climb up the rope ladder and look around the room.



You see that there is a drawer in the table which you hadn't noticed earlier, and pull it open to find a small wooden box with a plain lid. You shake the box and hear something rattling inside. If you want to open the box, turn to **161**. If you would rather leave it in the drawer and look for something else, turn to **189**.

### 389

You place the box in your backpack and walk over to the back of the cave, which you see is a dead end. You realize you have no option but to retrace your steps back to the outside world. You cross the cave floor and head back along the tunnel you came down. You soon arrive at a junction. If you want to go left, turn to **177**. If you want to go straight on, turn to **316**.

### 390

'Not so fast,' one of the Trolls says in a threatening tone, barring your way. 'Nobody enters the palace carrying weapons. Give them to me, and let Stinkfoot look inside your backpack.' The Troll called Stinkfoot grips your sword arm with an enormous green hand and says gruffly, 'Don't get any funny ideas. Just hand Twoteeth your sword nice and easy like.' If you want to comply with their demands, turn to **192**. If you want to try bribing the Trolls, turn to **5**.



**391**

You find a small cloth bag nailed to the underside of one of the wooden steps. It contains a copper bracelet which has mysterious runes etched on it. If you want to put the bracelet on, turn to **85**. If you would rather leave it behind and set off again for Moonstone Hills, turn to **164**.

**392**

The helmet once belonged to a Wood Elf noble and was forged with the finest steel. It fits on your head perfectly. Add 1 *SKILL* point. A search of the leather armour yields 10 Gold Pieces and a large sparkling ruby tucked away inside a secret pocket. Add 1 *LUCK* point. Pleased with your haul, you leave the idol to continue your quest to find Yaztromo. Turn to **284**.

**393**

The boots were taken by a Dwarf many years ago from the body of a High Elf who died at the hands of a Shapechanger in Darkwood Forest. The Dwarf used them as payment for food and lodgings at the farmhouse, where they were put in a box and forgotten about. Despite their worn-out appearance, the boots are incredibly comfortable and have magic properties. You have found a pair of elven boots. Add 1 *SKILL* point and 1 *LUCK* point. Turn to **98**.

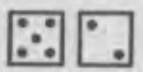


**394**

The massive boulder thunders past you and crashes into the stream, causing a huge splash of water. You scramble behind cover and look up to see two sinewy men with long straggly hair and beards standing at the top of the hill shaking their fists. They are wearing animal skins, and they are both carrying a leather bag and a quiver of arrows across their shoulders. The WILD HILL MEN reach for their bows and fire two arrows down at you. *Test Your Luck*. If you are Lucky, turn to **55**. If you are Unlucky, turn to **140**.

**395**

You pull on the oars to send the small wooden boat on its way, gliding silently downstream towards the infamous city. Catfish River runs through the middle of Port Blacksand, and you see that the city wall arches over the river to allow small river craft to pass beneath it. As you go under the arch, the river turns noticeably darker and has an unpleasant smell, polluted by rubbish and sewage dumped in it. You need no reminding of the dangers that lurk inside the city, which is run with an iron fist by Lord Azzur and his Imperial Guards, who bleed payment from all who live here. It is known as the City of Thieves for good reason, being the main port of call for every pirate and freebooter in the Western Ocean, and home to Allansia's most notorious thieves and robbers. The first landmark



you see from your boat is the high wall surrounding Lord Azzur's palace. On the opposite bank, two rowing boats are tied to an iron ring on a mooring on Axeman's Street, which leads up to Executioner's Square. Passing under Palace Bridge and Middle Bridge, you see plenty of seedy-looking characters busily going about their daily life. People are shouting at each other, and others are fighting. You hear dogs barking loudly, and the occasional shout for help, giving the port an air of dark foreboding. You pass under a third bridge, which is in a bad state of repair. It is lined with skulls on spiked poles, both human and non-human, which make eerie whistling sounds when the wind blows through them. You see a small hut underneath the bridge with steps leading down to it from above, and deduce it must be the fabled Singing Bridge where Nicodemus lives. Seeing nowhere to land your boat here, you carry on rowing, passing a row of dilapidated fishermen's cottages where women sit outside chatting, mending nets and gutting fish. At last you see the Black Lobster Tavern on the corner of Harbour Street and Lobster Wharf where the river meets the sea. The river is choppy here, and you have to row hard to reach the quay and moor up. There are three sailing ships docked in the harbour, one of them a pirate ship flying a black flag with the skull and crossbones. You jump out of the boat and walk up the ramp to where an ugly bunch of seamen and henchmen are standing. You try to push past them, but a bearded man in



a black hat shouts, 'Grab that scurvy rat. We need another galley slave for the *Flying Toucan*.' If you hold a merchant's pass, turn to **149**. If you do not have this pass, turn to **357**.

**396**

You take the gold charm out of your pocket and hand it to the jeweller. He inspects it very carefully under a large magnifying glass, and says, 'This is a lovely little charm, the type which may have magical properties. I'm surprised you want to sell it. It's the sort of thing old Gurnard Jaggle was always searching for but never found! I'll give you 10 Gold Pieces for it.' If you want to accept his offer, turn to **214**. If you would rather say no to his offer and leave the jeweller's to walk to the end of the street, turn to **82**.

**397**

You cleave your sword through the thin membrane of the Sporeball like a knife through butter, splitting it in two. You are immediately consumed by a cloud of spore-filled dust, and breathe some of it in, which makes you cough violently. You drop to your knees, clutching your throat, with your lungs feeling like they are on fire. Inhaling these spores is lethal and there is nothing you can do to stop yourself from suffocating. The Sporeball has found a new host for its spores to grow into fungal parasites. Your adventure is over.



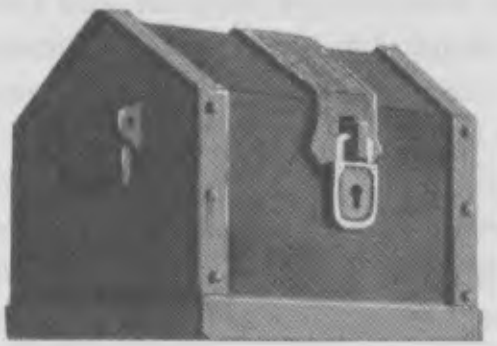
398

You run through the tall grasses without stopping until you can run no further. Lose 1 *STAMINA* point. You are exhausted and have to stop to get your breath back. You take a slug of water and set off again, scanning the horizon for the elusive Chaos Warrior, but don't see anybody who looks remotely like him. You keep thinking about Hakasan, who you left injured and alone in Darkwood Forest, wondering if she is safe. It's mid-afternoon by the time you arrive at Largo, a small village on the banks of Catfish River west of Darkwood Forest. The villagers are friendly river folk, who spend their days ferrying people and goods up and down Catfish River on their flat-bottomed boats. You walk round the village asking everybody you meet if they have seen a Chaos Warrior in the vicinity. The replies are negative until one very tall and stocky man by the name of Onx tells you that his cousin was paid 5 Gold Pieces to take a Chaos Warrior to Port Blacksand earlier in the day. 'My cousin was too frightened to say no to him. I can ferry you to Port Blacksand for 2 Gold Pieces if you wish?' the boatman says in a friendly voice. If you want to accept his offer, turn to **303**. If you would rather decline his offer and head back to find Hakasan, turn to **9**.



399

You look up at the hole and suddenly feel something cold and wet land on your face. It's not water but a jelly-like substance which begins to burn your skin. Lose 2 *STAMINA* points. You step away from under the hole as another globule drips down on to the floor with a dull plop. You hurriedly pour water from your flask over your face to wash off the flesh-eating green slime as a gelatinous blob appears in the hole in the ceiling. Turn to **174**.



Before settling down to enjoy Yaztromo's hospitality, the old wizard asks you to help him to remove the Demon's keystone that blights the roof of his tower. You climb the staircase on to the roof, where all four of you use your combined strength to push the black stone to the edge of the parapet. With one mighty heave, you push it over the edge, watching it fall to the ground and break up on the rocks below. Almost immediately the creepers engulfing Yaztromo's Tower start to wither and the walls of the tower start to lighten in colour. 'This is indeed a day for celebration,' Yaztromo says cheerfully. 'Can I have your attention, please? I have an important announcement to make. I have cakes!' With that, everybody rushes downstairs to sit at the dining table to enjoy the wide selection of delicious cakes. The two wizards have not seen each other in years, and spend as much time talking as eating. By his third cake, Nicodemus is yawning a lot, and says that he feels completely drained. Yaztromo tells him he can stay at his tower for as long as likes until he recovers his strength. Yaztromo asks you where you intend to go next in search of gold and glory. Without waiting for your reply, Hakasan says, 'Maybe we should try our luck in Fang? There is a purse of 10,000 Gold Pieces to be won in Baron Sukhumvit's Trial of Champions. It should be easy after this!' You remind her that only one person is allowed to come out of Sukhumvit's dungeon alive. 'That will be me, then!' she says cheekily. Everybody laughs and raises their glass in a toast to your next adventure, wherever it may take you. Yaztromo smiles warmly, and with his glass raised, looks you in the eye and says, 'Thank you for saving my tower. And thank you from all of us for saving Allansia. Maybe you should go back to Port Blacksand to tell Lord Azzur the good news. I'm sure he'd be delighted to see you! Whatever you choose to do, good *LUCK* on your adventure, and may your *STAMINA* never fail!'

# HOW TO FIGHT THE CREATURES OF THE PORT OF PERIL

## SKILL, STAMINA AND LUCK

To determine your *initial SKILL*, *STAMINA* and *LUCK* scores:

- Roll one die. Add 6 to this number and enter this total in the *SKILL* box on the Adventure Sheet.
- Roll both dice. Add 12 to the number rolled and enter this total in the *STAMINA* box.
- Roll one die, add 6 to this number and enter this total in the *LUCK* box.

*SKILL* reflects your swordsmanship and fighting expertise; the higher the better. *STAMINA* represents your strength; the higher your *STAMINA*, the longer you will survive. *LUCK* represents how lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.

*SKILL*, *STAMINA* and *LUCK* scores change constantly during an adventure, so keep an eraser handy. You must keep an accurate record of these scores. But never rub out your *initial scores*. Although you may receive additional

*SKILL*, *STAMINA* and *LUCK* points, these totals may never exceed your *initial* scores, except on very rare occasions, when instructed on a particular page.

## BATTLES

When you are told to fight a creature, you must resolve the battle as described below. First record the creature's *SKILL* and *STAMINA* scores (as given on the page) in an empty *Monster Encounter Box* on your Adventure Sheet. The sequence of combat is then:

1. Roll the two dice for the creature. Add its *SKILL* score. This total is its Attack Strength.
2. Roll the two dice for yourself. Add your current *SKILL*. This total is your Attack Strength.
3. Whose Attack Strength is higher? If your Attack Strength is higher, you have wounded the creature. If the creature's Attack Strength is higher, it has wounded you. (If both are the same, you have both missed – start the next Attack Round from step 1 above.)
4. If you wounded the creature, subtract 2 points from its *STAMINA* score. You may use *LUCK* here to do additional damage (see "Using Luck in Battles" below).
5. If the creature wounded you, subtract 2 points from your *STAMINA* score. You may use *LUCK* to minimize the damage (see below).



6. Make the appropriate changes to either the creature's or your own *STAMINA* scores (and your *LUCK* score if you used *LUCK*) and begin the next Attack Round (repeat steps 1–6).
7. This continues until the *STAMINA* score of either you or the creature you are fighting has been reduced to zero (death).

## LUCK

Sometimes you will be told to *Test Your Luck*. As you will discover, using *LUCK* is a risky business. The way you *Test Your Luck* is as follows:

Roll two dice. If the number rolled is equal to or less than your current *LUCK* score, you have been *Lucky*. If the number rolled is higher than your current *LUCK* score, you have been *Unlucky*. The consequences of being *Lucky* or *Unlucky* will be found on the page. Each time you *Test Your Luck*, you must subtract one point from your current *LUCK* score. So the more you rely on luck, the more risky this becomes.

## USING LUCK IN BATTLES

In battles, you always have the option of using your *LUCK* either to score a more serious wound on a creature, or

to minimize the effects of a wound the creature has just scored on you.

**IF YOU HAVE JUST WOUNDED THE CREATURE:** you may *Test Your Luck* as described below. If you are *Lucky,* subtract an extra 2 points from the creature's *STAMINA* score (i.e., 4 instead of 2 normally). But if you are *Unlucky,* you must restore 1 point to the creature's *STAMINA* (so instead of scoring the normal 2 points of damage, you have now only scored 1).

**IF THE CREATURE HAS JUST WOUNDED YOU:** you can *Test Your Luck* to try to minimize the wound. If you are lucky, restore 1 point of your *STAMINA* (i.e., instead of doing 2 points of damage, it has done only 1). If you are unlucky, subtract 1 extra *STAMINA* point.

Don't forget to subtract 1 point from your *LUCK* score each time you *Test Your Luck.*

## RESTORING SKILL, STAMINA AND LUCK

### SKILL

Occasionally, a page may give instructions to alter your skill score. A Magic Weapon may increase your *SKILL,* but remember that only one weapon can be used at a time!



You cannot claim 2 *SKILL* bonuses for carrying two Magic Swords. Your *SKILL* score can never exceed its *initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your *SKILL* to its initial level at any time.

### STAMINA AND PROVISIONS

Your *STAMINA* score will change a lot during the adventure. As you near your goal, your *STAMINA* level may become dangerously low and battles may be particularly risky, so be careful!

You start the game with enough Provisions for ten meals. A separate *Provisions Remaining* box is provided on the Adventure Sheet for recording details of Provisions. You may eat only *one* meal at a time. When you eat a meal, add 4 points to your *STAMINA* score and deduct 1 point from your Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Don't forget that your *STAMINA* score many never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your *STAMINA* to its *initial* level at any time.

## LUCK

You will find additions to your *LUCK* score awarded when you have been particularly *Lucky*. Remember that, as with *SKILL* and *STAMINA*, your *LUCK* score may never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your *LUCK* to its *initial* level at any time, and increase your *initial* luck by 1 point.

## EQUIPMENT AND POTIONS

You start your adventure with a sword, leather armour, a shield and a backpack containing Provisions for the trip. But you will find lots more items as the adventure unfolds.

You may also take a magic potion which will aid you on your quest. Each bottle of potion contains enough for *one* measure; i.e., it can only be used *once* during an adventure. Choose ONE of the following:

- A Potion of Skill – restores *SKILL* points
- A Potion of Strength – restores *STAMINA* points
- A Potion of Fortune – restores *LUCK* points and adds 1 to *initial LUCK*



These potions may be taken at any time during the adventure. Taking a measure of potion will restore *SKILL*, *STAMINA* or *LUCK* scores to their *initial* level. The Potion of Fortune will increase your *initial LUCK* score by 1 point and restore *LUCK* to this new *initial* level.

## HINTS ON PLAY

It will probably take you several attempts to make your way through *The Port of Peril*. Make notes and draw a map as you explore – this map will be useful in future adventures and help you identify unexplored areas.

Not all locations contain treasure; many merely contain traps and creatures. There are many "wild-goose chase" passages, and while you may progress through to your ultimate destination, it is by no means certain that you will win.

May the luck of the gods go with you on the adventure ahead!

# ADVENTURE SHEET

SKILL

STAMINA

LUCK

EQUIPMENT

GOLD

TREASURE

PROVISIONS

# MONSTER ENCOUNTERS

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# ADVENTURE SHEET

SKILL

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LUCK

EQUIPMENT

GOLD

TREASURE

PROVISIONS

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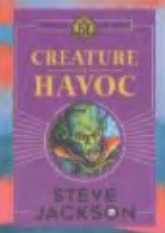
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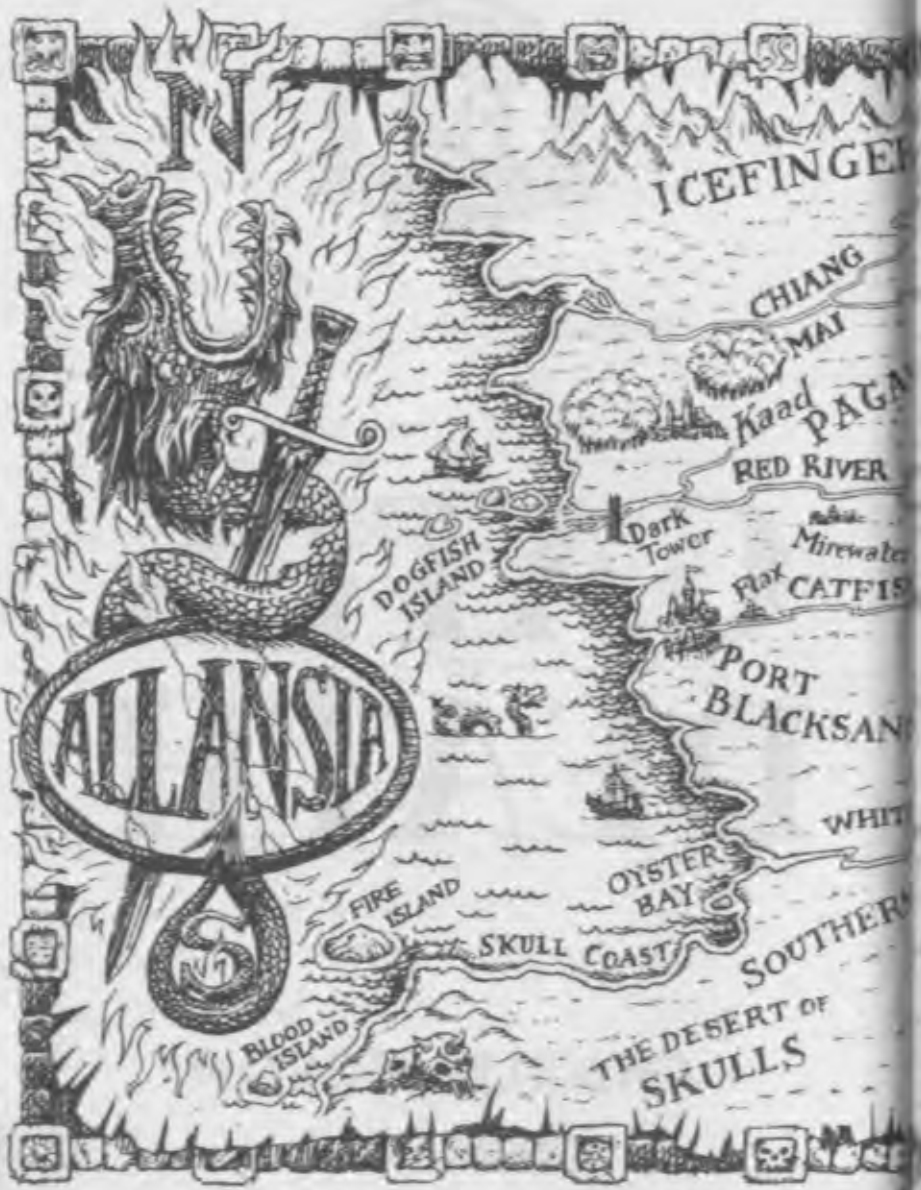
1. The Warlock of Firetop Mountain
2. City of Thieves
3. The Citadel of Chaos
4. The Forest of Doom
5. House of Hell
6. The Port of Peril
7. Creature of Havoc
8. Deathtrap Dungeon
9. Appointment with F.E.A.R.
10. Island of the Lizard King
11. Sorcery! 1: The Shamutanti Hills
12. The Gates of Death

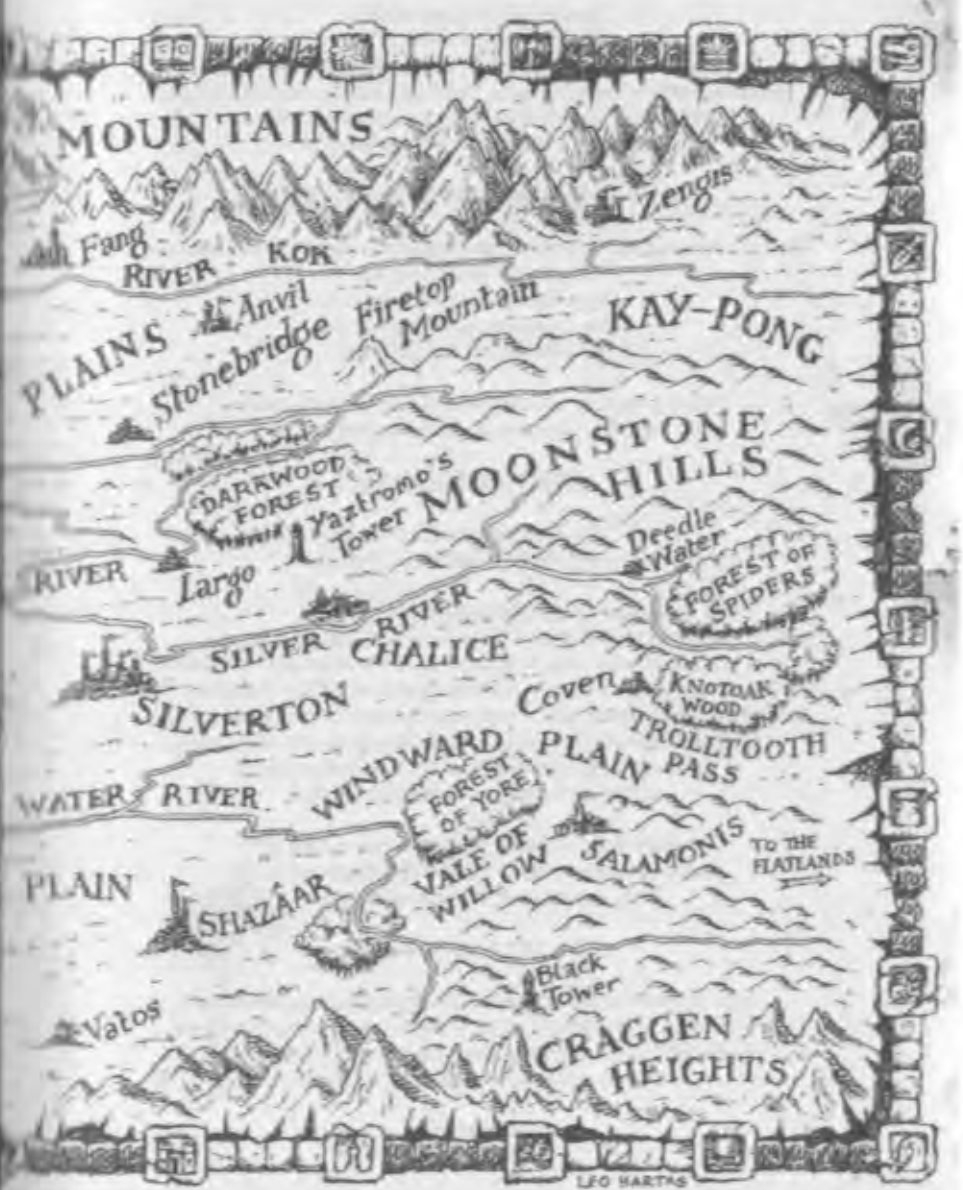



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WHIT
OYSTER BAY
FIRE ISLAND
SKULL COAST
SOUTHER
BLOOD ISLAND
THE DESERT OF SKULLS


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RIVER
KOK
PLAINS
Anvil
Stonebridge
Firetop Mountain
KAY-PONG
DARKWOOD FOREST
Yaztromo's Tower
MOONSTONE HILLS
RIVER
Largo
Deedle Water
FOREST OF SPIDERS
SILVER RIVER
CHALICE
SILVERTON
Coven
KNOTOAK WOOD
TROLLTOOTH PASS
WATER RIVER
WINDWARD PLAIN
FOREST OF YORE
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# CONTENTS

HOW WILL YOU START YOUR ADVENTURE?
8

BACKGROUND
11

THE GATES OF DEATH
15

RULES AND EQUIPMENT
329

ADVENTURE SHEET
340

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# CONTENTS

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8

BACKGROUND
11

THE GATES OF DEATH
15

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329

ADVENTURE SHEET
340

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# CONTENTS

HOW WILL YOU START YOUR ADVENTURE?
8

BACKGROUND
11

THE GATES OF DEATH
15

RULES AND EQUIPMENT
329

ADVENTURE SHEET
340

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# CONTENTS

HOW WILL YOU START YOUR ADVENTURE?
8

BACKGROUND
11

THE GATES OF DEATH
15

RULES AND EQUIPMENT
329

ADVENTURE SHEET
340

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8

BACKGROUND
11

THE GATES OF DEATH
15

RULES AND EQUIPMENT
329

ADVENTURE SHEET
340





# HOW WILL YOU START YOUR ADVENTURE?

The book you hold in your hands is a gateway to another world – a world of dark magic, terrifying monsters, brooding castles, treacherous dungeons and untold danger, where a noble few defend against the myriad schemes of the forces of evil. Welcome to the world of **FIGHTING FANTASY!**

You are about to embark upon a thrilling fantasy adventure in which **YOU** are the hero! **YOU** decide which route to take, which dangers to risk and which creatures to fight. But be warned – it will also be **YOU** who has to live or die by the consequences of your actions.

Take heed, for success is by no means certain, and you may well fail in your mission on your first attempt. But have no



fear, for with experience, skill and luck, each new attempt should bring you a step closer to your ultimate goal.

Prepare yourself, for when you turn the page you will enter an exciting, perilous **FIGHTING FANTASY** adventure where every choice is yours to make, an adventure in which **YOU ARE THE HERO!**

How would you like to begin your adventure?

**IF YOU ARE NEW TO FIGHTING FANTASY . . .**

It's a good idea to read the rules before you start, which appear on pages 329-338.

**IF YOU HAVE PLAYED FIGHTING FANTASY BEFORE . . .**

You'll realize that to have any chance of success, you will need to discover your hero's attributes. You can create your own character by following the instructions on pages 329-330. Don't forget to enter your character's details on the Adventure Sheet which appears on pages 340-341.

Please also take note of the updated rules regarding provisions and the new rules regarding weapons that appear on pages 333-338.

### ALTERNATIVE DICE

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, read only the first printed die; if two, total the two dice symbols.



# BACKGROUND

The Crucible Isles lie in the southern stretches of the great Western Ocean, shrouded in mist and ringed by dangerous rocks. Few outsiders venture here, but those that do are welcomed by the ancient Guardians of the Crucible and taught the healing arts. In time they will learn how to create magic potions in the giant stone crucible that gives the islands their name. If they have the skill they might attain the level of Guardian, dedicated to tending the Great Crucible.

The islands are quiet, and very little happens here, but one day the calm is broken by the arrival of a desperate messenger from Allansia.

'I bring terrible news,' he says when he is taken to the Great High Guardian in the Chapter Hall. 'A plague has broken out in Allansia. People who are struck down by the sickness are turning into hideous, demonic monsters.'

'So,' says the Great High Guardian, her face clouded with worry. 'The demon plague has returned. If it is allowed to spread it will eventually infect every inhabitant of Titan.

There is a cure, however: smoke-oil, distilled from the roots of the Asura Lily. We have a small supply here, not enough to cure more than a hundred people, but if we were to take some of it to the Temple of Throff in Allansia, the High Priestess there might be able to use her magic skills to produce enough to save everyone. There is one problem, though; for its own protection, the temple is hidden within the Invisible City...'

It is the season of storms and high seas, but there is no time to lose, and so a small band of Guardians sets sail from the Crucible Isles, headed for Allansia with sixty vials of smoke-oil. You are only a humble acolyte, still learning your skills, but it is your duty to serve Brother Tobyn, one of the Guardians, and so you travel with him.

'We will land in Kaynlesh-Ma, in south-west Allansia, where the people are famous for their wisdom,' Brother Tobyn explains as the Crucible Isles disappear over the horizon. 'We are sure that someone there will be able to tell us how to find the Invisible City.'

But the Gods have other plans for you.

The seas are dangerous, lashed by tempests and furious winds, infested with pirates and monsters of the deep. When you finally make land in Allansia, it is not at the peaceful harbour of Kaynlesh-Ma, but somewhere very different indeed.



# YOUR ADVENTURE AWAITS!

May your STAMINA never fail!

**NOW TURN OVER...**

# 1

You step up on to the gangplank and walk down to the dockside. It feels good to have solid ground beneath your feet after being so long at sea, although you feel wobbly and unstable and are very sick from the voyage. You kneel down, intending to kiss dry land and instead you heave up your last meal on to the cobblestones. (Lose 5 *STAMINA* points.)

At least you are alive, though. You feared you would not survive the voyage. Your tiny fleet was blown way off course, and six days ago the last surviving ships were wrecked and you were flung into the icy ocean. It was only by some miracle that you and Brother Tobyn were snared in the nets of a fishing boat, whose captain dragged you out of the water and brought you here, to Port Blacksand. Of all the people who set off from the Crucible Isles, you and Brother Tobyn are the only two left.

You turn to help your master down the gangplank. Brother Tobyn, who is old and bald and stooped, is sick from spending so long in the water after the wreck. His legs shake and he holds out an arm so that you can steady him.

'We've made it, then,' he says and offers up a prayer of thanks to Throff. He then passes you the last surviving vials of smoke-oil for safekeeping.



'There are only ten,' he says. 'Guard them well. I wish we had more, but if we can only get one vial to the High Priestess in the Invisible City, we will have succeeded. Now, we must get out of Port Blacksand as quickly as possible. This does not look a friendly place at all...'

He's right. The narrow winding streets that lead away from the harbour are dark and dirty, with crumbling buildings overhanging them, and in some cases meeting at the top. The dockside is crowded with a variety of unwashed people who look like they're adding to the general stink of rotting fish and sewage that hangs in the air. You see traders and sailors, adventurers, pirates, men for hire, beggars and shady characters of all types.

'We must eat before we do anything else,' says Brother Tobyn, and you follow your noses away from the wharf and up Catfish Street to the Fish Market. The market is situated in a busy square, where you find a fishwife grilling sardines over hot coals. The smell of her cooking jabs like a knife at your empty belly.

As you make your way over to the fishwife, you pass a stall selling fishing equipment, hooks and anchors, nets, belaying pins and even a couple of whaling harpoons.

The fishwife tells you it will be 1 Gold Piece for a meal.



Making sure nobody is looking, you pull your purse out from where it's hidden in the folds of your tunic and count your money. You only have 10 Gold Pieces and the price is criminal, but you're desperate to eat. If you want to pay the woman, turn to **18**. If you refuse her price, turn to **32**.

**2**

You move away from the dead soldiers, not wanting to see them as they turn back into ordinary men.

'Well done!' shouts Lady Webspinn, pointing towards a doorway. 'Now hurry! Find Swann!'

You don't need to be told twice. You run from the Halls of Learning and on to a landing lined with more books. Turn to **15**.

**3**

Working quickly, you jiggle the fishhook in the lock until you feel it snap open. Slowly you pull the door back. Turn to **130**.

**4**

You ride hard, not even risking stopping for food, following the horse's lead, and arrive at Salamonis as the sun is dipping in the sky. Turn to **446**.



5

You're more confident than before and thrust your hand quickly into the hole. Something pricks your finger, but it doesn't hurt too much and you keep searching until you have hold of something metal. You pull it out and see that it's an assassin's stiletto knife. There's a tiny drop of blood on the needle-like tip of the blade – your blood. So it was this blade that pricked you. You smile and suck your finger. This dagger might come in useful. But as you try to stand up you start to feel sick and light-headed.

It's then that you remember assassins often poison their blades.

If you have any poison antidote, turn to **24**. If not, turn to **44**.

6

As you reach for the smoke-oil, the dungeon-master gives a howl of delight and snatches it away from you.

'That's too precious for the likes of you,' he cackles. 'I'm saving this for Lord Azzur. You're on your own...'

The dungeon-master giggles as Brother Tobyn claws at you, shredding your sleeve and drawing blood from your arm. Lose 2 *STAMINA* points. To take the rusty bread knife, turn to **26**. To fight DEMON BROTHER TOBYN with your bare hands, turn to **53**.



7

You walk all around the cavern but don't find anything you haven't seen before. To try the rings hanging from the gates, turn to **356**. To investigate the fresh body, turn to **193**. To leave the cavern and go back up to the refectory, turn to **460**.

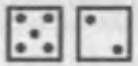
8

You walk along the track, which curves away from the settlement to the north. You can hardly see anything in the gathering darkness but you hear a buzzing sound and then feel a sharp sting on your arm. Soon a swarm of biting flies surrounds you. (Lose 1 *STAMINA* point.) To hurry on, turn to **39**. To run back the way you came, turn to **408**.

9

You grab a vial of smoke-oil from your pack and hurl it to the ground. It smashes and a cloud of yellow gas swamps the thieves. They cough and splutter and wipe their eyes. But it hasn't harmed them, only made them very angry indeed. It seems that smoke-oil is only effective against demons.

Cross one vial of smoke-oil off your Adventure Sheet and then turn to **218**.





*You catch the glint of a smile*



**10**

You pop the cork from the bottle of 'Nostalgia' and a pink gas that smells of pears wafts out. You feel your whole world spinning... Time seems to run backwards... You realize the potion will allow you to relive part of your adventure... Turn to **466.**

**11**

You walk on a little way down the road but stop as you hear the noise of thundering hooves behind you. You turn to see four black horses pulling a black carriage bearing down on you from the direction of Port Blacksand. You jump out of the road to avoid being run down, but the driver pulls on the reins and the carriage stops beside you in a cloud of dust.

An elegant-looking lady leans out of the window, her face covered by a veil. You catch the glint of a smile.

'Thank you so much,' she says. 'Those highway robbers have been stopping all traffic on this road and stealing from honest travellers. You've dealt with them once and for all. I can offer you a ride in my carriage. My name is Lady Webspinn and I am going to Salamonis. If you're headed that way, why don't you climb aboard...?'

If you want to take up Lady Webspinn's offer, turn to **61**. If you want to refuse it, turn to **41.**



## 12

You go over to the Pool of Miseries, look into the water and feel suddenly tired. You want to fall into the water, sink into its depths and sleep for ever. Instead, you drink some water from it and suddenly feel weak and ill. (Lose 1 *STAMINA* point.)

To go north down the Walkway of Night, turn to **406**. To go south down the Walkway of Evening, turn to **84.**



## 13

You climb over the fallen pillar and, as you slide down the other side, the cracked paving gives way beneath your feet. You are falling into the sewers. Turn to **330**.



## 14

If you have any of the following items listed on your Adventure Sheet, cross them off now:

Poison Antidote, Sneaky Sword, Pitchfork, Assassin's Stiletto, Woodman's Axe, Book of Love Poetry, Fire Iron, Jewelled Warhammer, Harp of Healing.

(Your Provisions, Gold Pieces, any potions and vials of smoke-oil are unaffected by the strange magic.)

Restore your *SKILL*, *STAMINA* and *LUCK* scores to their Initial values and turn to **100**.



## 15

You leap down a sweeping marble staircase and across an entrance hall before bursting outside, just as the clouds open and dump a deluge of purple rain on to the city. Turn to **167.**

## 16

If you are wearing the swift boots, turn to **46**. If not then turn to **31.**



## 17

You gallop on through the night, wondering where the sure-footed horse will take you. As the hours pass you doze off in the saddle. (Add 2 *STAMINA* points.) You are eventually woken with a start by a noise like thunder in time to see a familiar black carriage go rattling past you in a cloud of dust.

You look at the position of the sun and figure that you must have ridden all night and most of the following day. You find that you are still sitting on the horse's back, and it has stopped to crop some grass by a river that passes below some high city walls. From what Brother Tobyn told you, you think this must be Salamonis, famous for its ancient walls. Turn to ~~446~~.



## 18

The fishwife takes your money and you and Brother Tobyn share some sardines.

Add 2 *STAMINA* points, deduct 1 Gold Piece from your total, and turn to **32.**



## 19

'You are a rotten bully,' says the King of Imps. 'But if you kill us, we all die!' So saying, he pulls what looks like a small cannonball with a fuse sticking out of it from under his tunic. He lights it from one of the fire pots and, before you can stop him, he hurls it at the funeral bier. Turn to **62.**



## 20

'Ah, so you want to see my equipment for explorers,' says Swann, leading you over to some shelves. 'I have these magical silver swift boots; for only 6 Gold Pieces they will get you quickly past any danger. Very useful on the streets of Salamonis right now, I'd say. Also, I have this silver compass, cheap at 5 Gold Pieces; the adventurer who was here bought one just like it, said it was just what he needed. Or what about this stylish sun hat, only 8 Gold Pieces? Or this stout walking staff for only 10 Gold Pieces?'

You can sense that Swann is desperate. The prices are far too high for these ordinary objects. But buy anything you want, and can afford, put on any clothing you've bought and then turn to **364.**



## 21

Even though you are inside the city and walking its streets, the buildings appear to shimmer and wobble like a mirage, occasionally becoming transparent as if the whole place might disappear again at any moment. The city has no outer walls. Its defence is its invisibility. Far above you, you can see the silver dome of the Great Temple of Throff that dominates the place. Clustered around the main temple are the domes and spires of lesser temples and religious buildings. You can also see several tall columns with statues on them, looking out across the plains, and long banners flapping from poles, orange and red and yellow.

All the roads in the city lead up to the temple, winding around the rock, climbing ever steeper to the summit through hanging gardens. There are bridges, archways and viaducts all the way up, roads on top of roads, so that the city resembles a giant tower. Down here on the lower levels you can see public buildings, shops and taverns and houses, but the temple dominates. The population can't be very large. It would be hard to sustain too many people in such a barren place, and most of the inhabitants presumably serve the temple, but even so – where is everybody? The streets are deserted. It is as if you've wandered into a ghost town.

To explore the lower levels, turn to **34**. To climb immediately to the Great Temple, turn to **131**.



## 22

It takes several blows to chop through the door and on the last swing the shaft snaps. You throw the axe away and open the door.

Cross the axe off your Adventure Sheet and turn to **130**.



## 23

You walk along the track, which snakes round to the west. As you pick your way through the darkness you hear a buzzing sound and then feel a sharp sting on your neck. Soon a swarm of biting flies surrounds you. (Lose 1 *STAMINA* point.) To hurry on, turn to **39**. To run back the way you came, turn to **408**.

## 24

You use your antidote. (Remove it from your Adventure Sheet.) You are safe this time. (Add the assassin's stiletto to your Weapons List.)

To go back to the stable, turn to **401**. To go into the inn, turn to **361**.



## 25

You rush forward, your khopesh catching the weird light from the flames and sending shards of colour all around the walls of the cavern. You hack your way through the front rank of demons. Your khopesh is mightily powerful here, but not powerful enough to defeat a whole army. You realize that without any more magic you have no chance.

Ulrakaah urges her army on. She's stooped over, with a back bent like an old crone, but she lifts her two massive swords with ease and roars again.

'Ulrakaaaah!'

And the demonic army echoes her as they charge forward like a tide of filth and roll over you. The last thing you see before darkness overwhelms you is one of Ulrakaah's swords slashing down through the fetid air to slice you in two.

You know your adventure is surely over. Turn to **60.**

## 26

You grab the rusty bread knife and turn around just in time to confront the demon. It's going to be a tough fight but you might just have a chance. Brother Tobyn was old and weak and so is the demon he's become. Add the rusty bread knife to your Weapons List and turn to **53.**



## 27

'I'm growing faint,' says the man, the chains slipping through his sweaty palms. 'This is your last chance...' Turn to ~~444~~.



## 28

You walk carefully down the street, alert to any danger. There has been a battle here and dead bodies lie all around. A fine old building has been pulled down, spilling rubble into the street, and a fallen pillar blocks your way. To go back the way you came, turn to **128**. To climb over the pillar, turn to **13.**

## 29

You pull the cork out of the bottle labelled 'Thick as Thieves' and nasty blue smoke wafts out. You cover your mouth and nose and drop the bottle. The smoke seems to be alive. It seeks out the thieving Highwaymen and they can't help but breathe it in.



A dim look comes into their eyes. They stand there blinking and confused, not sure where they are, or even who they are.

'Who's this bloke, then?' says one, peering at you. 'Is it Lord Azzur?'

'Don't be stupid,' says another. 'Lord Azzur's much taller than that.'

'Don't you call me stupid! How d'you know how tall he is? You ever seen him?'

'I saw a dead frog once.'

'What's that got to do with anything, you idiot?'

'Are you calling me an idiot?'

'I think so, yeah...'

'Say it again, cabbage brain, and I'll hit you with this whatchamacallit?' says the second highwayman, raising his sword.

'It's a, erm, a mop, I think...' says a third.



'A mop, you berk? It's a sausage... No, it's a...'

'You're all fools. It's a cucumber... No... Er...'

'Yeah, well I'll show you what it does!'

In a moment they've all started fighting each other, and not long after that they all lie dead in the road. Turn to **262.**



**30**

You put some dried fish in the bowl and send a prayer to Lunara to help you find the priestess. Nothing happens. Turn to **406.**

**31**

You walk on until you come to the East Gate, but instantly see that there's no chance of getting out of the city this way. The gates are on fire and at least twenty demons are dancing around waving flaming torches. You turn and run back towards Titan Square before they see you. Turn to **149.**



*It strikes Brother Tobyn down*



32

'Put your purse away,' says Brother Tobyn, pushing your hand back inside your tunic. You wonder what the problem is and then see that two men are arguing nearby. One of them is Heathcote, the captain of the fishing boat that rescued you. He's still dressed in his waterproof, weather-beaten leathers. The other man is a local merchant, wealthy, by the look of him, with jewelled rings on his fingers and a large gold medallion hanging on his chest.

'You're no better than the thieves and cutthroats who infest this place,' Heathcote shouts, grabbing a handful of the merchant's fine silk robes. 'The price you're offering me for my catch is robbery, plain and simple.'

'It's the best price you'll get in Port Blacksand,' says the merchant. 'Believe me.'

'I nearly died catching those fish,' says Captain Heathcote. 'I was warned about this place. But, because of the storms, it was the only place we could put in.'

People are starting to gather round, some taking Captain Heathcote's side, some taking the side of the merchant, who is shaking and getting very red in the face. You see that foam is forming around his mouth and his eyes are losing their focus. And then suddenly he snarls and tries

to bite Captain Heathcote, who jumps back in surprise.

The next moment the merchant bends over double, his back cracking and popping. When he straightens up, you see that the whites of his eyes have gone dark and his teeth appear to have grown bigger and sharper. Even as you watch, his skin turns rough and warty and his fingernails grow into long claws. There are screams as people back away.

'It's the plague!' someone shouts. 'The plague has come to Port Blacksand. He has the demon curse!'

The thing that was once the merchant lashes out with awful strength, sending Captain Heathcote flying.

'Stop!' Brother Tobyn cries out, raising both arms. 'I command you to stop!'

But now the DEMON MERCHANT has seen him. It turns its dark eyes on him and advances. Before you can do anything, it strikes Brother Tobyn down. You see that he has been wounded but is mercifully still alive. A group of locals draw their weapons, but they hang back, scared. If you don't do something fast, the demon is going to attack your master again.

'Remember,' gasps Brother Tobyn, 'our mission is to help



the people of Allansia and rid them of the demon plague...'

If you want to grab the Guardian and try to make a run for it, turn to **56**. If you want to try to attack the Demon Merchant, turn to **77**. If you want to use one of the precious vials of smoke-oil to try to cure the Demon Merchant, turn to **107**.

## 33

You raise your weapon and bear down on the Imps, yelling a battle cry. Most of them run off screaming, but five remain, including their king. You could easily beat them now. To carry on with your attack, turn to **19**. To talk to them, turn to **142**.

## 34

The longer you spend in the city, the more solid it seems to become. Among the houses on the lower slopes you find a clothworks, with weaving equipment, dyeing vats, and cutting and sewing rooms. Next door to it is a maker of scientific equipment and then a pottery. On the next street you find a tavern. Most of the buildings have blue-tiled roofs, but many have gardens growing on them where food crops are mixed in among the flowers. You see some bushes heavy with bean pods on top of a two-storey house opposite the tavern.

To climb up on to the roof, turn to **52**. To enter the tavern, turn to **86**. To carry on up towards the temple, turn to **131**.

35

You grab a vial of smoke-oil from your pack and hurl it at the soldiers. It hits the first one on the breastplate and smashes, enveloping them both in gas. They collapse, coughing and spluttering, with smoke streaming from their mouths.

Soon they have recovered, and look around, confused and scared. Then they go over to the scholars.

'We will protect you,' they say and you are able to hurry from the Halls of Learning to look for a way out of the building. Turn to **15**.



36

'Ah, yes, I do have a few jars of magic potion left, and even some perfume,' says Swann. 'Take your pick, only 5 Gold Pieces each.'

Swann offers you a jar of 'Thick as Thieves', a jar of 'Pretty as a Picture', a jar of 'Dragon's Breath', a jar of 'Collywobbles' and a bottle of 'Nostalgia' perfume.

Deduct 5 Gold Pieces for each one you buy and turn to **364**.



37

You gallop on through the night, hoping that you are heading in the right direction. The hours pass and you keep dozing off in the saddle. At last, though, you see some buildings up ahead and urge the horse towards them.

It seems to take for ever, but eventually you arrive on the outskirts of a town. The houses look well-built and the streets are clean and wide, and there's the welcoming sign of an inn – The Old Toad. This must be Silverton. You dismount and let the horse head back to the woods. It's still raining and you take a look around. Turn to **254**.

38

You are in a large six-sided chamber with a pool of dark water in the middle. The Walkway of Night leads north to the main temple. The red-tiled Walkway of Evening leads south. This is the famous Pool of Miseries, one of two magical pools here in the temple that you learnt about from Brother Tobyn on the voyage from the Crucible Isles. The walls glow and shimmer as if lit by moonlight. You feel suddenly tired and gloomy and you can't remember if it's day or night.

To drink some water from the pool, turn to **12**. To go north down the Walkway of Night, turn to **406**. To go south down the Walkway of Evening, turn to **84**.



## 39

You sprint on along the track and at last manage to outrun the flies (but not before losing 1 more *STAMINA* point). Soon, up ahead of you, you see the watchtower and realize that this foraging track must join up with the other one. Turn to **408**.



## 40

You ride in front of the black carriage and hail the driver. He hauls on the reins and the carriage judders to a halt.

'You're blocking the road, you dirty tramp,' says the driver. 'Lady Webspinn is in a hurry to get to Salamonis.'

Now that you know which way to go, do you want to let the carriage drive on? If so, turn to **180**. Or, if you want to talk to Lady Webspinn, turn to **139**.



## 41

'Very well,' says the elegant lady. 'But this is a dangerous road, and the way to the next town is long and hard. Good luck.' So saying she shouts to the driver and the carriage rattles away.

Maybe it'll be safer away from the road. You walk through some tall grass, climb over a fence into a cornfield and then find an old herders' track that will take you cross-country. Turn to **159**.

## 42

Your khopesh is too powerful for the demon queen, and you strike her dead. Her last cry of 'Ulrakaaaah!' echoes around the cavern as her body collapses and dissolves into a pool of purple slime. You slump down on to a rock, exhausted, relieved that it is over at last. You have defeated the demon queen and her army, but now you realize that you are trapped here, in her realm, for ever. You did it by using her own dark power against her, and you look at the khopesh in your hand. You know how dangerous it is, the dark power it holds. You force yourself to stand and walk over to the fiery pit.

You look down at the flames. To drop the khopesh in, turn to **201**. To keep hold of it, just in case, turn to **400**.



## 43

'Do not go to Salamonis,' says the Lamassu. 'I know I said I would take you anywhere, but I will never go back there. Its streets are filled with demons. There are only a few people left who are unaffected by the curse, and there are demon portals on every street corner that will suck you into oblivion. If you do insist on going there, there is one man who could help you. His name is Sandford Swann and he is a mapmaker. Stay on the main streets and if you can make it to Titan Square you need to take the road that heads north and then the second street on the left.'

To ask the Lamassu about the Invisible City, turn to **59**. To thank the Lamassu and continue to Salamonis on horseback, turn to **240**. To fly past Salamonis on the Lamassu, turn to **463**.

## 44

Maybe there wasn't enough poison left on the blade to kill you. *Test your Luck*.

If you are Lucky, turn to **66**. If you are Unlucky, turn to **87**.

## 45

'Hurry,' says the man. 'Do something! I can't hold on to these damned dogs much longer...' Turn to **444**.



## 46

You are racing down the East Road towards the city gates. Glancing over your shoulder you see that the Demon Horde is catching up with you. It looks like you've picked up every demon in Salamonis, too many to count. At their head is a demon wearing expensive robes and a golden crown. You realize this must be King Salamon himself. Not even he could escape the demon curse.

The noise they make is like a herd of cattle, moaning and grunting, their feet pounding on the cobblestones. You push yourself to run faster, and with the swift boots on your feet, you feel as if you are almost flying.

Now you see the gatehouse ahead of you. It's been scorched by fire and the gates themselves have burnt down. Several dead citizens are scattered on the ground and a unit of five tired and bloody soldiers stands guard.

You spot Lady Webspinn's carriage, ready to leave, with its four black horses harnessed to the traces. There's no sign of the driver or Lady Webspinn anywhere, however.

To stop running and look inside the carriage, turn to **58**. To make a run for it towards the gates, turn to **216**. To ask the soldiers to help you fight the Demon Horde, turn to **207**.



## 47

It takes several blows to smash the lock with the fire iron, and as it finally gives way you hear a shout behind you.

'Oi! What d'you think you're playing at?'

The noise has alerted FOSSICK, who stands there brandishing his big woodsman's axe. This time you're going to have to fight him.

Choose a weapon from your list and prepare to fight. If you have no weapon you will have to use the fire iron.

*FOSSICK* *SKILL 8* *STAMINA 9*

If you win, turn to **68.**



## 48

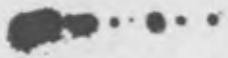
The Imps scream and fall back as the clay pot smashes and fire spills out in all directions. But the next moment there's a great WHOOMPH! and the liquid in the basin is burning fiercely. If you have a flask of firewater, turn to **76**. If not, turn to **62.**



## 49

You pull the cork out of the bottle labelled 'Pretty as a Picture' and a cloud of turquoise gas escapes. It smells of lavender. The Highwaymen cough and choke. They are weakened but still alive. (Deduct 3 from each one's *STAMINA*.)

If the Highwaymen have lost all their *STAMINA*, turn to **262**. If the Highwaymen still have some *STAMINA*, turn to **218.**



## 50

You walk down the street. There are fires burning inside some of the buildings. Smoke fills the road. You walk through it and the next thing you know you are falling. You have stepped into a demon portal and are sinking into a pool of purple ectoplasm. Turn to **355.**

## 51

You just manage to push past the Demon Soldiers and get to the door. You hear shouts and screams behind you but ignore them and carry on running. You realize, though, that one of the soldiers has scratched you.

Lose 2 *STAMINA* points and turn to **15.**





*Demon Brother Tobyn comes at you*



**52**

You find a ladder leaning against the side of the house and climb on to the roof. The beans growing on the bushes are ripe. They should have been picked by now. Once again you wonder where everybody has gone. You help yourself to some pods, sit down and pop them open. The beans taste delicious. (Add 3 points to your *STAMINA* score.)

As you sit there munching the beans, you see an Ogre stagger out of the tavern across the way, clutching a giant tankard of ale. He looks up and down the street, takes a glug of ale and then goes back inside. Luckily he didn't see you. To climb down and enter the tavern, turn to **86**. To carry on up to the temple complex, turn to **131**.

**53**

It pains you to fight your own master, the man you swore to serve, but you have no choice if you want to live and complete your mission. You tell yourself that this isn't him, this is a demon... And it's attacking again.

DEMON BROTHER TOBYN comes at you, snarling, slavering, a horrible blur of teeth and claws...

*DEMON BROTHER TOBYN SKILL 7 STAMINA 7*

If you win, turn to **82**.



**54**

The track to the well runs eastwards along the top of the cliffs. It is very overgrown and gets worse the further you go. Soon you are hacking your way through thorn bushes and thick vegetation. It is growing dark and you can't see to follow the path any more.

Stumbling around in the dark you lose your footing, and the next thing you know, you are tumbling down the cliff face towards the pass. (Lose 2 *STAMINA* points.) You land in a heap by the side of the road. Turn to **307.**

**55**

'So you need more money, eh?' says Swann. 'Well, let me tell you a secret. A rich aristocrat called Sir Jordaan Mannly had a big mansion on the south-east side of town. When the demons started to take over Salamonis he told me he'd buried all his money in his front garden under a statue of Hamaskis. He died two days ago and, if I'd been able to get out of my shop, I'd have gone to dig it up. If you want to have a go then take this silver trowel...'

To go treasure hunting, add the Silver Trowel to your Equipment List and turn to **73**. If not, turn to **364.**

**56**

You take hold of Brother Tobyn's arm, pulling him away



from the demon just as its claws rake down through the air. You get the old man to his feet and run. You can hear the horrible sounds of the poor fishwife being torn to pieces and the cries of the locals as they hurry over to fight the monster amongst the scattered coals.

You run on and see you have two choices. A dark alleyway that looks like it might be a good place to hide, or a wider street, Net Lane, along which a unit of the city guard is approaching. To choose the dark alleyway, turn to **127**. To choose Net Lane, turn to **146**.

**57**

As you place your apple on the dish, smoke rises from it. For a moment you feel light-headed, but when the smoke clears you see that a passageway has opened up behind the shrine. To enter the passage behind the shrine, turn to **81**. If you don't want to risk it, turn to **406.**

**58**

You run over to the carriage and open the door to find Lady Webspinn and her maid, Liara, inside, dressed for travel. Liara appears to be comforting her mistress. She has her arms round Lady Webspinn and her face is buried in her neck.

To get in the carriage, turn to **194**. To try your luck on foot and head for the gates, turn to **177.**



## 59

'I have heard of the Invisible City,' says the Lamassu. 'They say it is to be found on the Plain of Bronze. I have flown over the plain many times but have never seen the city. I fear it doesn't actually exist. If you want to climb on to my back I can fly you there, however, and we could look for it.'

To fly on the Lamassu to the Plain of Bronze, turn to **463**. To ask the Lamassu more about Salamonis, turn to **43**. To thank the Lamassu and continue towards Salamonis on horseback, turn to **240**.

## 60

You have been defeated. There is a moment of unbearable pain and then nothing. But then you feel your spirit rising free. Everything is misty, hazy and distorted. Perhaps if you can get back to your own body you will have a chance of survival. Your spirit floats towards the gates, which have once again become transparent, and passes through.

You see your body lying where the Obsidian Giants felled it, and you will yourself back into it... You rise shakily to your feet. Turn to **7**.



## 61

You clamber aboard the carriage and see that Lady Webspinn is travelling with a maidservant, who she introduces as Liara. You are soon on your way, rattling and bouncing down the road.

Lady Webspinn draws her veil aside. She has a kind face, even though she has come from the den of thieves and villains that is Port Blacksand. She asks you innocently where you are going, and what you are planning to do there. Words of warning ring in your head... 'Trust no one from Port Blacksand, and tell no one of your task...'

To tell her the truth, turn to **91**. To tell her that you're just going to visit an aunt in Salamonis, turn to **121**.

## 62

There's a bang, a roar and a flash of fire, and the next thing you see is a pillar of flame shooting up into the night sky from the centre of the stone circle. In seconds the bier is blazing, and the pall covering the adventurer's body is on fire. All are burnt, the Imps, the adventurer, his equipment...

You will never find the Invisible City now – your adventure is over.



## 63

The Demon Soldiers smile, showing jagged teeth, and advance towards you. Choose a weapon and fight.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First DEMON SOLDIER* | *8* | *7* |
| *Second DEMON SOLDIER* | *7* | *8* |

If you win, turn to **2.**



## 64

You give the old beggar 1 Gold Piece and he smiles at you.

'My name is Fazilus Astra,' he says. 'I was once a powerful wizard, but I made the mistake of coming to Port Blacksand, where I discovered I was not as powerful as I thought. Lord Azzur doesn't like any competition in his city. He captured me, and then the one who calls himself Lord Azzur's Eyes struck out my eyes, the one who calls himself Lord Azzur's Ears pierced my eardrums and made me deaf, and finally the one who calls himself Lord Azzur's Mouth cut out my tongue. So now you are wondering, aren't you, how I can hear you and how I can speak to you – but look! My lips don't move. I still have some magic left that Azzur couldn't get to. And, as you have been generous to me, I will be generous to you. Take this. A fine lady gave it to me.'

He hands you a small bottle of perfume. 'It is called "Nostalgia",' he says. 'One whiff of it will instantly take you back to a happier time.' (Add the 'Nostalgia' perfume to your Equipment List.) Then Fazilus offers you something else.

'Poison antidote,' he says, passing you a tin flask. 'My own recipe.'

You tuck it into your backpack (add the poison antidote to your Equipment List) and he grips your hand tightly.

'I see into your heart,' he says, 'and I see that you must follow the Corpse Road, view the magic city from the grey rock known as Mount Meerar and pass through the Gates of Death if you wish to succeed. Oh ... and don't eat too many pies. Now hurry. I've told you all I can.' Turn to **95.**

65

You pull the cork out of the bottle labelled 'Collywobbles' and a cloud of brown gas escapes. The hounds start retching and coughing up green bile, but they're still alive. If this is your first attempt at using a magic potion, turn to **45**. If this is your second attempt, turn to **27**. If this is your third attempt, turn to **419**.



66

That was close, you have survived the poison, but it has still taken a toll on your body.

Lose 2 *STAMINA* points, but if this would take your *STAMINA* score to 0, you are lucky enough to keep 1 *STAMINA* point.

Add the assassin's stiletto to your Weapons List.

To go back to the stable, turn to **401**. To go into the inn, turn to **361**.



67

The north gates appear to be locked shut with heavy bars and chains. You wonder if you might be able to climb out over the walls, but as you step back to get a better look you feel the ground growing soft beneath your feet. You look down. A purple demon portal is opening up. You fall into another dimension. Turn to **355.**

68

If you want to take the Dwarf's weapon to use yourself, add the woodsman's axe to your Weapons List.

There is now nothing stopping you opening the barn door. Turn to **130.**

69

You pull the cork out of the bottle labelled 'Dragon's Breath' and a cloud of noxious green gas escapes. The stink is awful. It weakens the Highwaymen, and two of them are sick in the road, but they're unfortunately still alive. (Deduct 3 *STAMINA* from all of them.)

If the Highwaymen have lost all their *STAMINA*, turn to **262**. If the Highwaymen still have some *STAMINA*, turn to **218.**



**70**

You urge the horse faster and at last, after many long hours in the saddle, you spot a road ahead. From your knowledge of the geography of Allansia, you think it might take you in the direction of Salamonis, but you can't be sure.

As you get closer to the road you see a familiar black carriage rolling along, pulled by four black horses. To intercept the carriage, turn to **40**. To ignore the carriage and carry on riding, turn to **180**.

**71**

You choose a weapon and prepare to defend yourself against the Demon Maid.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *DEMON MAID* | *8* | *9* |

If you win, turn to **155**.



**72**

It is dark in the woods. Too dark to see your hand in front of your face. But there, up ahead, a light is twinkling. You head towards it, treading carefully, and as you get nearer you see another glint and another ... and then you hear a growl.

There are spots of light all round you now. They blink.

You hear another growl and, as a cloud moves away from the moon, a shaft of moonlight shines down through the trees, showing you – a pack of TIMBER WOLVES. Huge and hungry. You have no choice but to defend yourself.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First TIMBER WOLF* | *7* | *7* |
| *Second TIMBER WOLF* | *8* | *7* |
| *Third TIMBER WOLF* | *7* | *8* |
| *Fourth TIMBER WOLF* | *8* | *8* |
| *Fifth TIMBER WOLF* | *7* | *7* |
| *TIMBER WOLF PACK LEADER* | *9* | *8* |

The Timber Wolves attack you two at a time, with the Wolf Pack Leader only joining in the fight when there is only one other Wolf left.

If you win the battle with the wolves, you decide that whatever was waiting for you in the barn can't be any worse than running into more hungry timber wolves and so you make your way back through the woods to the cottage and then bravely enter the barn. Turn to **93**.





*The fight is on*



**73**

'When you get to Titan Square,' says Swann, 'take the South Road and then turn left along the eastern road at the crossroads. Carry straight on down it until you get to Mannly's mansion. Good luck. I'll see you here later ... if you make it back alive...'

You hurry out and go back the way you came to Titan Square. Turn to **149**.

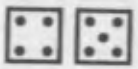


**74**

The Drunken Ogre squints at you, his eyes unfocused, and takes a swig from his huge tankard of ale. He then bellows, grabs a club, and swings it at you. The fight is on.

*DRUNKEN OGRE* *SKILL 6* *STAMINA 10*

If you win, turn to **99**.





*The fight is on*



**73**

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*DRUNKEN OGRE* *SKILL 6* *STAMINA 10*

If you win, turn to **99.**



## 75

You creep past the soldier's corpse and keep close to Lady Webspinn as she hurries on. Eventually, you come to a long flight of steps that climbs steeply upwards to a door. Lady Webspinn opens the door and blows out her lamp. You follow her through and find that you are in a grand hall with a polished marble floor and a row of pillars down either side. The ceiling is painted with scenes of the gods and the walls are lined with books. As you go deeper into the room you see that there are several men and women chained to the pillars.

Lady Webspinn gasps and runs over to an old woman dressed in fine clothes.

'What has happened here?' she cries. 'I must release you from these chains. Who did this to you?'

'No!' shouts an old man with a long beard that reaches almost to the floor. 'We did this to ourselves. We have observed how a tethered demon cannot break its bounds. If any of us are affected we will not be a danger to anybody else.'

'Thank Hamaskis you've returned,' says the old woman, tears in her eyes. 'Do you bring good news?'

'Alas, I have returned empty-handed,' Lady Webspinn replies. 'Our best hope now lies with this young acolyte.' She nods towards you.

'There was another adventurer here,' says the old man. 'He arrived soon after you left, Lady Webspinn, and we thought he might help us. But we don't know what happened to him and things have only got worse.'

Lady Webspinn touches your arm tenderly. 'You must go,' she says. 'Find the mapmaker, Sandford Swann. Go down the North Road from Titan Square and take the second turning on the left. Swann will help you and get what you need for your quest. I will stay here and look for any books that might help me understand what is happening, and then I will leave Salamonis. I need to get as far away from here as I can. Good luck. Maybe we will meet again.'

But even as she says this there's the clank of armour and you see two DEMON SOLDIERS marching into the hall.

'Run!' shouts Lady Webspinn. 'Save yourself.'

To fight the Demon Soldiers, turn to **63**. To run from them, turn to **51**. To use smoke-oil, turn to **35**.



76

You grab a flask of firewater from your pack, shake it and spray the contents towards the flames. Suddenly there's a flash of lightning and the crack of thunder and it starts to rain – but only inside the stone circle. Water gushes down in a torrent and soon the fire is out.

It's just you and the Imps, now. To try to talk to them, turn to **142**. To attack them, choose a weapon and turn to **33**.



77

You go to grab a harpoon from the nearby stall, but the stallholder whips out a dagger and holds it to your throat.

'You want something, you pay for it,' he snarls. 'Three Gold Pieces for that harpoon.'

If you want to pay him, turn to **166**. If you want to save your money and attack the demon with your bare hands, turn to **205**. If you want to make a run for it instead, turn to **56**.



78

A burst of blue light flashes from the wound all the way up Ulrakaah's leg, surrounding her body in a cage of pale fire. She tilts her face to the roof and wails in agony... And then she starts to shrink – smaller and smaller and smaller – and as she does so, she returns to how she looked before she was banished to this realm.

At last Ulrakaah completely loses her demonic form and is the same size as you, but she still has her two swords, which have shrunk with her. She stalks towards you and you back away until she suddenly stops. She has seen something. You glance over your shoulder. The two of you are reflected in the back of the gates. Ulrakaah runs past you to get a closer look, mesmerized by her reflection.

'I am beautiful again,' she says. 'I am as I was. You have saved me.' She turns and smiles at you, and her smile feels like the warmth of the sun. She is indeed beautiful, the most beautiful woman you have ever seen.

'Come to me so I can thank you properly,' she says. To go to her, turn to **144**. To attack her, turn to **224**.

79

You go inside the watchtower and climb the spiral staircase to the top where you come out on to a platform with a good view of the surrounding area. Night is approaching but there's still enough light for you to see the pass, running like a great scar through the hills. Immediately below you are the temple and the wooden huts, and four tracks leading away from the settlement. On the cliffs opposite you can see a band of goblin bowmen making camp. You are about to go down when you hear a voice from the shadows by the entrance to the stairway.

'So, you are here at last...'

To ask who – or what – has spoken, turn to **96**. To hurry back down the stairs, turn to **408**.







80

'Thank you, brave adventurer,' says the Lamassu, spreading its bloodied wings out to either side. 'I have flown here from the Mountains of Grief beyond the Plain of Bones. Even my own kind have been infected by this demon plague. I had hoped that the scholars of Salamonis would be able to help us, hoped that maybe in their great library there would be books of ancient wisdom in which I might find a way to fight this curse. But I arrived too late. The city has fallen to the plague. Its streets are unsafe. This whole land is unsafe. All I can offer is to fly you wherever you want... Where would you like to go?'

To ask if the Lamassu knows anything about the Invisible City, turn to **59**. To ask the Lamassu to fly you to Salamonis, turn to **43**. To thank the Lamassu and continue to Salamonis on horseback, turn to **240**.

81

You walk down the passageway and it opens out into a windowless stone-walled cell. A woman is standing waiting for you inside what looks like a shimmering ball of cold blue fire. She is dressed in green robes and it is hard to tell how old she is; one moment she looks like an old woman and the next she looks like a young girl. You have found the High Priestess. Next to her is a bronze water dish on a pedestal. She stirs the water and looks at you.

'So, you have discovered my hiding place,' she says. 'Only one who is pure of heart could do it. I welcome you, young acolyte. My name is Alesstis and I have been guiding you and using my influence to help you make the right decisions. You have arrived just in time and now it is up to you to perform the last act of this terrible drama and save all of Titan. Do you have the smoke-oil with you? I need only one vial. If you have more, you may keep the rest.'

If you have any smoke-oil left, turn to **114**. If you have used it all, turn to **97.**





82

You won the fight, but at what cost? If Brother Tobyn clawed you before the battle, or injured you during the fight, turn to **104**. If you attacked Brother Tobyn before he had a chance to claw you, and you didn't lose a single Attack Round during the fight, regain 1 *LUCK* point and turn to **154.**

83

You are swallowed by the monstrous demon rock-eater. Your adventure is over.



84

You are in the Walkway of Evening, which runs north to south. An archway at the northern end leads to the Pool of Miseries. There is a doorway at the southern end carved with armour and weapons and a smaller door halfway down on the western side. To take the smaller doorway, turn to **101**. To go through the doorway carved with weapons, turn to **129**. To go to the Pool of Miseries, turn to **38.**



**85**

You pull the cork out of the bottle labelled 'Dragon's Breath' and a cloud of noxious gas escapes. The stink is awful. It's the worst thing you've ever smelt ... and it's the worst thing the hounds have ever smelt. Their oversensitive noses and powerful sense of smell are their downfall. They suck the gas in and all three are suddenly howling and choking. The next thing you know the demon spirits are expelled from their bodies and go screaming up into the sky where they dissolve into the purple clouds.

The dogs are back to normal. They're just three harmless household pooches. They whimper and lick the hands of the man with the chains, who falls to his knees, sobbing.

Turn to **188.**



**86**

You push through the doors into the tavern. It is gloomy in here after the bright sunlight outside and it takes a few moments for your eyes to adjust. You see a tray



of pies on a shelf behind the counter and head over to them. Halfway there, however, the door to the back room opens and a huge, DRUNKEN OGRE barges in. This one has been warped by the taint of Chaos and has three eyes, one on the side of his head where his ear should be. He looks surprised to see you and grunts like a hog. To run away, turn to **131**. To stand and fight, turn to **74.**



**87**

Everything is growing dark. Your throat is tightening, your guts tying themselves into knots. You know that you will never see the morning, and all because you were greedy... You have faced many dangers, but have been brought down by nothing more dangerous than a harmless Hay Thiever...

Your adventure is over.



88

You continue on down the North Road, searching for any signs of life. Ahead of you, you can see the North Gate of the city. It could be a way out of this deathtrap. To continue on to the North Gate, turn to **67**. To turn round and go back, turn to **108**.



89

Quick as you can, you snatch a vial of smoke-oil from your pack and smash it on the floor. A cloud of swirling yellow gas wraps around the Demon Maid, who screams and falls back on to the seat, clutching her mouth, from which purple steam is escaping. She squeals like a pig and her feet drum against the floor until at last it's over and she lies still, exhausted. When she turns back to normal she looks pale and frightened, and when she sees Lady Webspinn, lying lifeless on the bench, she bursts into tears.

'What have I done?' she wails and before you can stop her, she jumps out of the carriage and runs off. To check on Lady Webspinn, turn to **197**. To leave the carriage and go after the maid, turn to **177**.



90

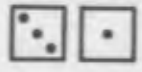
The Imps scream as the clay pot smashes and fire spills out in all directions. The Demon Gravedigger's long coat catches light and he staggers back and knocks into the funeral bier. He then runs off into the night, leaving a fiery trail behind him. But the next moment there's a great WHOOMPH! and the liquid in the basin is burning fiercely. If you have a flask of firewater, turn to **76**. If not, turn to **62**.



91

'I have heard tales of the Invisible City,' says Lady Webspinn after you've told her your story. 'I do wonder if it actually exists. And, even if it is real, they say that it is impossible to find unless you know where to look. There is a mapmaker in Salamonis who may be able to help you. Take the road north from Titan Square and then the second street on the left. The mapmaker's name is Sandford Swann and he can be trusted.'

You thank her for her kindness and she says something to Liara, who gets out a basket of food and offers you something to eat. To accept the offer of food, turn to **141**. To turn down the offer, turn to **160**.



92

Lady Webspinn lights a candle for you and bids you farewell. You take the right fork, glad not to have to step over the dead soldier. You go as quickly as you dare through the winding passageway until you come to a door. You push it open and step through. Turn to **167.**



93

It's only a horse. And there's a saddle and bridle hanging nearby. Quickly you saddle the beast and lead it out of the barn before jumping on to its back and kicking its flanks until it canters away.

You ride through the woods, leaning forward and clutching tightly to the horse's neck to avoid being hit by any low-hanging branches in the dark. The horse is



strong and fast and it's not long before you come to the edge of the woods. It's easier-going in open country, and not so dark, but you're still not sure exactly where you're heading.

The horse wants to go in one direction, along a path it's obviously taken many times before. To give the horse its head and let it go where it wants, turn to **17**. To take the reins and steer it another in another direction, turn to **37.**



94

If you were wearing a pair of swift boots, or even flea boots, you might be able to avoid Ulrakaah's foot as it drops from above, blotting out the light. As it is, you are not quite fast enough to run clear of it, and it crashes down on to you.

You know your adventure is surely over. Turn to **60.**



*There are five of them, and they're armed to the teeth!*



95

There is a sign beside the road pointing towards Silverton. It looks like someone has been using it for target practice. There are several arrows sticking out of it. To get to Salamonis you will have to go through Silverton, so you set off down the road, glad to be leaving the hateful city of thieves behind you.

You've not gone a hundred paces, however, when a gang of HIGHWAYMEN emerges from some ruined buildings by the side of the road and the brigands quickly surround you. There are five of them, and they're armed to the teeth. In fact, even their teeth are armed: they have sharpened metal plates inside their mouths. Two of them carry short bows, and the rest have swords.

'Thought you could get away without paying the toll, did you?' says their leader, his voice muffled by his metal tooth-plate. 'You look like a scruffy beggar, but I'll bet you've got something of value on you. Oh, we're not completely heartless, though. We'll leave you with the shirt on your back. But we'll have everything else, including your boots. And then, as a show of our appreciation, we'll give you a special gift that will make things a lot simpler for you.'

If you want to give them all your items and weapons and discover what their special gift is, turn to **296**. If you want to put up a fight, turn to **113**. If you want to run away, turn to **309**.



96

A young man moves into the light. He has a shaven head and is wearing the robes of a priest. He bows his head towards you.

'I am Vigo Sabulkar,' he says. 'I came here with a group of followers to try to rebuild the fort and the temple. This has always been a sacred place. There is an ancient corpse road that leads from here to the old burial grounds that once served all of this part of the pass.' He points to one of the tracks, snaking away across a plateau to the northeast. 'There was another here before you,' Vigo goes on. 'An adventurer called Hikaz Mandeera, who went that way. I know that you, like him, are on a mission to save Titan. I saw you coming in a vision sent by the goddess Sindla herself. You must take the corpse road and follow Hikaz, for he knows the secret of the Invisible City and together you might defeat the demon curse that has reached even here.'

To go back down the stairs, turn to **408**. To ask Vigo about the Invisible City, turn to **111**.





97

'If you have come all this way without any smoke-oil...' says the High Priestess, her face showing infinite sadness. 'Then you cannot save Titan. You will have to stay with me here in this cell and pray that another makes their way here who is more fortunate than you...'

Your adventure is over.

98

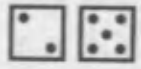
You manage to get safely back to Sandford Swann's shop and he quickly lets you in while his Man-Orcs guard the door.

'I hope you found the treasure,' he says, rubbing his hands together. 'I should really ask for a cut of it, but I'm feeling kindly towards you. Now, what can I get for you?' Turn to **364**.

99

You have slain the Ogre. You vault over the counter and grab a pie. As you are stuffing your face, you hear grunts and voices from the back room. It sounds like there are more Ogres here. (Regain up to 4 *STAMINA* points.)

To eat another pie, turn to **115**. To leave the tavern and carry on up to the temple complex, turn to **131**.



## 100

You are outside the city gates. As you walk away from them you feel something tug at the hem of your tunic. You turn, ready to fight, and see that an old beggar squatting in the dirt has grabbed hold of you. He has a filthy bandage wrapped round his face, covering his eyes and ears, and he looks like he hasn't eaten in days.

'Magic has got you this far,' he says. 'But now you have some hard travelling ahead of you. Spare me a Gold Piece and I'll tell you some secrets.'

To give him some of your gold, turn to **64**. To ignore him and walk on, turn to **95**.

## 101

You are in a small music room, with musical instruments hanging on the walls and a huge demon portal in the middle of the floor. You can see a note propped up on a music stand.

'Castrabel,' it reads. 'As you can see, another portal has opened up in here. I have moved to the small meditation chamber off the Walkway of the Dawn. The one that is the twin of this room. Yours as ever, Fish Face.'

To try to jump over the portal, turn to **342**. To go back out into the Walkway of Evening, turn to **84**.



## 102

The Demon Gravedigger comes towards you, his shovel raised to strike. You see its sharp edge glinting in the light from the clay pots. Choose a weapon and prepare to fight

*DEMON GRAVEDIGGER SKILL 6 STAMINA 8*

If you win, turn to **142**.

## 103

'If you want to follow in the adventurer's footsteps I would advise you to get out of town as quickly as possible through the East Gate and head straight for the burial grounds near Broken Goddess Fort in Trolltooth Pass,' says Swann. 'You will need to go carefully, though. Once, long ago, there were walled towns and forts all along the length of the pass to keep it protected, but they've mostly been abandoned and fallen into disrepair. King Salamon has been making efforts to fortify it once again, since it is the main way into this part of Allansia from the south and east. It is still very dangerous, however, the haunt of bandits, highwaymen and goblin raiders, and with every kind of monster lurking in its caves. Make sure that you are equipped to deal with the dangers, or you may not even escape this city.'

To see what equipment Swann can sell you, turn to **20**. Otherwise turn to **123**.



### 104

As you watch, the demon turns back into poor Brother Tobyn. You have killed the man you swore to serve. A terrible feeling of despair settles over you. You remember how your master's wound caused him to become infected. By morning, will you have become a monster like the old Guardian? You sit against the wall and pray that you will be lucky.

If you are wearing a lucky anchor charm, turn to **154**. If not, *Test your Luck* and, if you're Lucky, turn to **154**. If you're Unlucky, turn to **124**.

### 105

You have devastated the Demon Horde. While the confused remnants fight amongst themselves, you advance on Ulrakaah, who is furious, squealing at you like a cornered cat.

'I am Ulrakaah, the All-Powerful. No tiny grain of salt like you can hope to defeat me! I have been trapped here for over two hundred years, growing stronger every day, and now it is time for me to return to your world and devour it!'

She walks towards you, her giant feet shaking the ground and rattling stones loose from the roof. Even over the stink of this place and the reek of the Demon Horde, you can smell her, a sickening concoction of rot and filth, and as she shouts, the



hot, rank blast of her breath makes your head spin.

'I will turn all upon Titan as ugly and foul as I have become,' she screams. 'But first I will crush you...'

Ulrakaah may be a giant, but she is slow and clumsy. As she lifts one foot to stamp on you, you dart towards her, ready to strike with your khopesh. If you are wearing a pair of magical boots, turn to **189**. If not, turn to **94**.

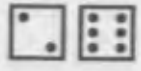
### 106

'Ha! You think you can stop me with your pathetic bottles of stinking fairy juice?' snarls the maid, and she looks towards a wooden box on the other seat and then back to her former mistress. 'Lady Webspinn tried her magic tricks on me, and see where it got her.'

Ignoring her taunts, you go to look in your pack, but she slashes at it, knocking it to the floor, and you hear all your precious jars of magic potion smash.

All your potion jars have broken; remove them from your Equipment List. Luckily any vials of smoke-oil you have are unharmed.

To jump out of the carriage, turn to **177**. To stay and fight, turn to **120**.



107

You only have ten vials of smoke-oil left but this is a matter of life or death. If the creature kills Brother Tobyn, your mission is over. And, perhaps, if you show the locals what you have brought it will make your job easier. You quickly slip your pack off your shoulder and fumble inside for one of the glass vials. You take it out just in time and throw it at the feet of the demon where it shatters, releasing a cloud of yellow gas. The Demon Merchant shrieks, flails its arms and then collapses, purple smoke streaming from its mouth and nose.

'So, what have we here, then?' You turn to see a man dressed in tattered grey robes, a hood shading his face. At least, you think it's a man. You glimpse a pair of red, burning eyes, sharp teeth and reptilian skin under the hood.

'A demon attacked us,' you explain. 'It was going to kill Brother Tobyn.'

Everyone looks down – there's no demon there, only the merchant, blinking in surprise.

'Doesn't look like any demon to me,' says the strange man. And then his bony hand grips your arm. 'You'd better come with me,' he whispers and nods to where a unit of the city guard is hurrying over towards the



commotion, dressed all in black, with black chainmail. 'They don't like outsiders here,' the man explains. 'Especially Guardians.'

You notice that the locals are keeping their distance from the red-eyed man, scared of him. There's still time to make a run for it. You spot a dark alleyway on the far side of the market. If you choose to break away from the man and run towards the alleyway, turn to **56**. If you choose to trust the man, turn to **410**.



108

You hurry on until you come to a crossroads. To go north, turn to **88**. To go down the street heading east, turn to **322**. To go down the street heading west, turn to **448**. To head south towards Titan Square, turn to **128**.

### 109

The crowing of a cock wakes you and you see that the sun is already up. You check that you have all your belongings and quickly make your way to the front of the inn, where you see a familiar black carriage standing ready to depart. A porter from the inn is loading luggage on to the roof.

'This ain't a public coach,' he says when he catches you staring. 'It ain't for the likes of you. This here's Lady Webspinn's carriage. She's a fine lady and she's on her way to Salamonis.'

To make your own way out of town, turn to **159**. If you want to ignore the porter and knock on the carriage door, turn to **139**.



### 110

You are in a wood-panelled study. There are two ways in and out of the room. The door that leads back to the library and an archway leading to a passage that glows with a faint purple light.



Every surface in the room, including the floor, is piled high with papers, scrolls, maps and books. Eventually, you spot movement behind a huge pile of ledgers. You walk closer and find a creature that looks a little like a man but is made entirely out of wood, sitting at a desk writing in a ledger. He looks up and peers over some wooden-framed spectacles at you, and you see that there are nails and screws holding him together.

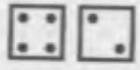
'Ah,' he says. 'You must be the acolyte from the Crucible Isles. I have been expecting you. What took you so long?'

To ask the creature who he is, turn to **257**. To go through the library door, turn to **192**. To walk into the purple-lit passageway, turn to **279**.

### 111

'Before Hikaz came, I thought the Invisible City was just a myth, a fable, but he convinced me it was real and is the source of the plague. He told us that it stands on the Plain of Bronze and that he had found a way to enter it. First, though, he had to find some magical items at the burial grounds, known as Pangara's lenses. Hurry after him. Darkness is falling all over our world.'

Vigo has told you all he can. Turn to **408**.



## 112

You hurry into the passageway and Lady Webspinn closes the door just before the demons get to it. For a moment it's pitch dark and you can see nothing, then there's a spark and a flare of flame as Lady Webspinn lights a lamp.

'Come,' she says, moving quickly along the passageway, which twists and turns, sometimes going up, sometimes down, and the further you go the stronger the smell of rotting meat becomes.

'I have to tell you,' says Lady Webspinn. 'I am from Salamonis. I am a scholar at the Halls of Learning here. I travelled to Port Blacksand to look for the wizard Nicodemus, and see if he might know how to combat the plague. But the city was too dangerous and I had to get out before I found him. When I left here, only ten days ago, my city was unaffected, but now... Ugh!' Lady Webspinn suddenly stops.

'Step carefully,' she says.

You see a dead soldier on the floor, showing all the signs of having been attacked by demons.

'This isn't good,' says Lady Webspinn. 'If the demons have got into the Halls of Learning, there may be no hope for Allansia. I thought this would be a safe place. It seems I



may have been wrong. There is another passageway here that will take you straight to Titan Square, the heart of Salamonis. Go that way if you wish...'

The passageway forks here. To say goodbye to Lady Webspinn and go to Titan Square, turn to **92**. To carry on with her to the Halls of Learning, turn to **75.**

## 113

The five Highwaymen advance towards you, chuckling, ready for a fight.

If you've visited Lord Azzur's Palace, turn to **133**. Otherwise, turn to **196**.

## 114

You give the High Priestess a vial of smoke-oil and she smiles.

'With this as a seed, I can grow as much oil as we need to banish the demons already here in Allansia,' she says. 'But Ulrakaah herself must be stopped or she will simply create more. You will need to arm yourself with both the knowledge and the weapon needed to pass through the Gates of Death and defeat her. To do that, you must first find the Holy Man who is hiding somewhere in this temple.'





*'Have a cup of Skullbuster.'*



To ask Alesstis about Ulrakaah, turn to **126**. To ask about the Gates of Death, turn to **164**. To ask about the Holy Man, turn to **176**. To go back to the Temple of Throff, turn to **406.**

**115**

As you reach for another pie, the door crashes open and several angry Drunken Ogres barge in. You're trapped behind the counter and there are too many to fight. As they advance towards you, swinging their war clubs, you realize that you were so close but now your adventure is over.

All for the sake of another pie.

**116**

There is a rattling and clattering and clunking of several locks being turned and bolts pulled back and then the door opens a crack. You look down to see an angry Dwarf with a thick red beard glaring up at you.

'An acolyte on a quest, are you?' he says. 'Better come in out of the rain.'

You go in and the Dwarf locks the door. The inside of the cottage is cramped but warm and dry. There's a fire in the grate and food and drink laid out on a rough oak table.

'I'm Fossick the lumberjack,' says the Dwarf once he's

secured the door, and he goes over to a table. 'Have a cup of Skullbuster.'

Desperate for any food or drink, you take a sip and immediately regret it. Your head spins, your vision blurs and your belly is filled with fire. You feel like someone is using your skull for a drum and there's a horrible howling, moaning sound ringing in your ears.

You sit at the table and wait for your head to clear. Soon the pain has been replaced by a soft, fuzzy glow and you find yourself telling Fossick your whole story as if he were your oldest and dearest friend. He grows quiet the more you say and busies himself with serving you a fine meal of bread and cheese and mushroom soup. Add 3 *STAMINA* points.

When you have finished telling your story, Fossick stares at you for a long time, tangling and untangling his fingers in his beard. Once again you hear that moaning sound and shake your head. Your guts rumble and then there's a great thump. You wonder if it came from underground or from your belly.

'I have to tell you something,' Fossick says at last, clearing away your bowl. 'My wife, Glossop, died two years back and I've lived here alone with my daughter, Blossom, ever since. She's everything to me. I can't imagine life without her. But she fell ill recently, and when she woke from her fever she was changed. She'd caught the demon plague, you see, and turned into ... one of them...'

There's a bang and a groan from under your feet.

'You hear that?' says Fossick, leaning in closer. 'That's her. I just managed to shut her in the cellar before she bit my head off. I don't know what to do, but perhaps the great goddess Throff sent you here to help me. If you can do something about Blossom I'll reward you richly.'

Fossick nods towards a sturdy wooden chest. 'I've treasure and magic potions in there,' he says. 'Deliver my darling Blossom from her misery and they're yours.'

To offer your help, turn to **135**. To tell Fossick you can't help him, turn to **156**. To fight him for his treasure, turn to **169**.



### 117

You take a glass vial of smoke-oil out of your pack and smash it at the feet of the Demon Gravedigger. Yellow smoke explodes out of it and envelops the fiend. He howls and writhes as if being burnt alive, while purple steam billows from his mouth and nose. At last he falls to the ground. By the time you go over for a better look, he has turned back into a normal person, albeit a very ugly one with no teeth. He looks up at you and bursts into tears.

'Thank you, thank you,' he says – and then he spots the Imps and runs off screaming.

That's the last you'll see of the Gravedigger. But now, brandishing their knives, the Imps advance towards you...

To throw one of the clay pots at the Graveyard Imps, turn to **48**. To attack them with a weapon, turn to **33**. To try to speak to their king, turn to **142**.

### 118

You walk through the door and realize you have walked into a giant mouth. It seems that Ulrakaah's demons are taking over the temple. Its huge jaws start to close and you watch helplessly as the upper row of teeth comes down. The next thing you know the tongue moves and you are swallowed by its gaping black gullet.



Your only hope is that the mouth won't like the taste of you. *Test your Luck*. If you are Lucky, it will spit you out through the roof. To see where you land, turn to **275**. If you are Unlucky, turn to **83**.



### 119

You force your horse to wade over to the island and dismount, ready to take on the six Demon Pigs, which you will have to fight two at a time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First DEMON PIG* | *6* | *4* |
| *Second DEMON PIG* | *5* | *5* |
| *Third DEMON PIG* | *6* | *4* |
| *Fourth DEMON PIG* | *3* | *3* |
| *Fifth DEMON PIG* | *4* | *5* |
| *Sixth DEMON PIG* | *5* | *4* |

If you win, turn to **80**.

## 120

The carriage is soon filled with smoke from the broken bottles, all the colours and smells mingling, and the Demon Maid's laughter turns into coughs and gasps. You are choking as well and your eyes are watering so that you lose sight of her. All you can see is one clawed hand groping in the air. And then you hear a horrible, gurgling scream. The awful mixture has done something to her after all. As the smoke clears you see that she's grown huge and swollen, her bulbous, fattened body filling the carriage, getting bigger and bigger, until she seems to fill the whole space.

'No!' she screams at last and explodes, spattering you with purple gunk.

To look in the box that Liara nodded towards, turn to **140**.
To leave the carriage, turn to **177.**



## 121

Lady Webspinn listens to your story about visiting an aunt without comment and then says something to her girl, Liara, who gets out a basket of food and offers you something to eat. To accept the offer of food, turn to **141**. To turn down the offer, turn to **160.**



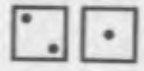


## 122

*We built the Gates of Death to protect us all from the demons that were banished to the Realm of the Dead, and only one who is pure of heart and skilled in the ways of magic can pass through without opening them. To open them would bring certain doom, which is why, if anyone so much as touches the iron rings that hold them closed, they will summon the two immortal Obsidian Giants that guard them.*

*A word of warning. To pass through the gates without opening them requires the ultimate sacrifice. One who would travel to the Realm of the Dead must first be slain by the Obsidian Giants. It is only when the spirit is severed from the body that it can pass over to the other side. But remember, you can carry nothing with you except something that belongs to Ulrakaah herself...*

Turn to **409**.



123

You thank Swann for all his help and he lets you out of his shop. As you step out into the street you see that it's blocked by demons who have been waiting for you, hungry for blood.

'Go swiftly! The fate of all Titan is in your hands!' Swann shouts and then slams the door behind you and locks it. If you're wearing the swift silver boots, turn to **162**. If not, turn to **148.**

124

The people of Allansia tell tales of the demon that lives in the dungeons beneath Lord Azzur's palace... Your adventure is over.

125

You enter the hut and find a family is sheltering inside: three children and their mother, who is bent over a table preparing food. For some reason the children appear terrified, and when their mother turns round you realize why. She has been cursed by the demon plague and become a monster. Her dark eyes fix on you as she bares her teeth that are as sharp as knives.

To fight the DEMON MOTHER, turn to **157**. To use smoke-oil on her, turn to **170**. To run out of the hut and abandon the children to their fate, turn to **143**.



126

'Ulrakaah was once a high priestess of this temple,' says Alesstis. 'They say she was the most beautiful woman in all Allansia, but she grew proud and vain. She wanted to use the power of this place to rule not just this city, but all of Titan. She used dark magic to grow stronger and it ate away at her until she became a monster. The priests of Throff finally rose up against her and imprisoned her behind the Gates of Death, where she has remained ever since, growing ever more powerful. Now she is strong enough to create portals and send her demonic forces into this realm. Her creatures are allying themselves with all the twisted forces of Chaos in our world, and when there are enough of them they will storm the temple, open the gates and release their queen. Already there are monsters here in the city. You must slay Ulrakaah. And to do that, you will have to use an enchanted khopesh. There are two, one purple and one black. They are the only weapons powerful enough to defeat her.'

To ask about the enchanted weapons, turn to **145**. To ask about the Gates of Death, turn to **164**. To ask about the Holy Man, turn to **176**. To go back to the Temple of Throff, turn to **406.**



## 127

'This way,' you hiss, dragging Brother Tobyn into the alley. But you haven't gone ten paces when figures emerge from the gloom of hidden doorways on either side.

'So, what have we here, then?' You spin round to see a skinny wretch wielding an axe, blocking the entrance to the alley. There's no escape.

You see the flash of steel and hear Brother Tobyn cry out in pain as he falls against one wall and then slides down into the gutter.

'Stop!' you shout. 'We're here to save you. We have...' But your words are cut short as two laughing THIEVES throw you to the ground. There are six of them in all.

Your only choice is to fight them... Two at a time!

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First THIEF* | 7 | 9 |
| *Second THIEF* | 8 | 7 |
| *Third THIEF* | 9 | 8 |
| *Fourth THIEF* | 9 | 6 |
| *Fifth THIEF* | 7 | 8 |
| *Sixth THIEF* | 8 | 9 |

If you win, turn to **187.**



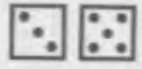
## 128

You walk on until you come to a crossroads, with streets heading north, south, east and west. To go north, turn to **108**. To go east, turn to **50**. To go west, turn to **28**. To go south towards Titan Square, turn to **149.**

## 129

You are in a guardroom, though there are no signs of any temple guards. There are three doors here: the door carved with weapons that leads to the Walkway of Evening, a second at the eastern end of the guardroom with a symbol of the moon on it, and another at the eastern end in the same wall as the one leading to the Walkway of Evening, carved to look like a giant book. The walls are decorated with murals of Lunara, goddess of night and the moon. She is shown standing in a moonlit orchard, among trees laden with silver apples. There are racks of spears and swords and golden breastplates near the walls, and a row of double-headed temple-guard axes is laid out on a table. There's a large fireplace with a stack of unlit logs in it. Is it your imagination or is there a faint purple glow coming from the chimney?

To take a weapon, turn to **420**. To go through the door with the moon symbol, turn to **299**. To take the door that looks like a book, turn to **150**. To take the door to the Walkway of Evening, turn to **84**.



### 130

An animal snorts in the darkness. It has big, yellow teeth and black, staring eyes...

To enter the barn, turn to **93**. To run off as quickly as you can into the woods, turn to **72.**

### 131

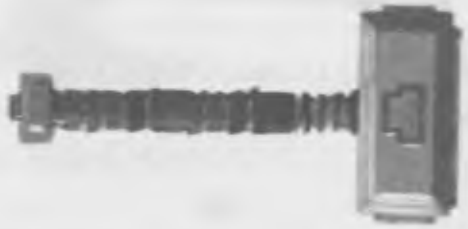
With every step you take, the city appears to grow more solid around you. You hurry up through streets that curve and twist and climb around the rock, every so often crossing bridges built on arches that span the lower levels and look down on the blue-tiled rooftops and gardens that are ingeniously growing everywhere. You pass fountains and pools and channels of water flowing down from the top of the city. Several times, you have to go up a flight of steps or a steep ramp to get to the next level, and halfway up you come to a small terrace built high on the edge of the city. This is where you see your first people, lying dead, showing all the signs of having been attacked by demons. It's a beautiful day and, if it wasn't for the dead bodies and the ever-present sense of danger, you'd stop to admire the view out across the plains, spread out below you in the morning light.

Instead, you press on until at last you come to the



summit, where you find a street of small buildings and two big iron gates opening into a fine garden that looks very peaceful. Peaceful and deserted. On the other side of the garden are wide steps leading up to the Great Temple.

To go through the gates into the Temple Gardens, turn to **275**. To explore the street, turn to **215.**



### 132

'We must hurry!' Lady Webspinn goes over to the wall plaque, murmurs some words, places her hand on the six-headed arrow symbol on Logaan's chest and presses. There's a click, and a section of the wall slides back to reveal an opening. You can just make out a long, narrow passageway on the other side. It's dark and smells of rotting meat.

To follow Lady Webspinn into the passageway, turn to **112**. To leave her and try your luck on your own, turn to **317.**



### 133

You have no magic, so you will have to walk the path of the warrior. However, if you don't have any powerful weapons, your path may well be rather short. If you have Lord Azzur's khopesh, equip yourself and turn to **153**. If you don't have it, turn to **175**.



### 134

You walk to the end of the secret passage and come to a large opening cut into the wall. A row of iron bars stops you from going any further, but you can see through them. You see that you are overlooking a vast cavern. Far below you, several purple portals have opened in the cavern floor, and the purple steam rising from them makes it difficult to see anything clearly. You can just make out glowing crystals in the cave walls, and, on the far side, what look like two gigantic gates. You can't get to the cave from here, so you have to go back. To return to the kitchen, turn to **273**. To crawl through the hole in the passage wall, turn to **398**. To go through the small doorway, turn to **118**.



### 135

'You're a good friend,' says Fossick, giving you a big hug, and he goes over to push the heavy treasure chest to one side. You see that it had been sitting on a trapdoor set into the floor. Fossick unlocks the trapdoor, swings it up, and then lowers a lamp into the darkness on a string. You can hear horrible grunts and moans and can just see something moving about down there. Could it really be his daughter?

'You'll have to jump,' says Fossick. 'I can't risk the ladder in case she gets out... Just remember, fix my Blossom and you'll be well looked after.'

To jump down into the cellar, turn to **293**. To change your mind about helping Fossick, turn to **156**.



### 136

The door is stronger than it looks. As you hack away at it, you hear the demons coming closer. In the end you have to leave the door and turn to confront the advancing monsters. Turn to **148**.





*Figures emerging out of the darkness between the standing stone*



137

You approach the circle and enter it. There are twenty great stones standing upright, each one as tall as four men. In the centre is a wide, rusted iron plate set into the ground, covered with strange runes that you cannot read.

Around the edge of the metal plate sits a ring of clay pots, filled with burning oil. The flames in each pot are a different colour and coloured smoke rises up into the night, creating a haze across the stars. Standing in the middle of the plate is a funeral bier made of dark, lacquered wood. It has four legs with a wheel fixed on to each one. There's a body lying on the bier under a heavy silk pall. At the body's head and feet are the sort of items that an explorer would carry with him, including some goggles, a pair of stout boots and a walking staff.

This must be Hikaz Mandeera, the adventurer you've been seeking. You'll never be able to ask him how to find the Invisible City now, but perhaps there might be some clues among his possessions. You step forward for a closer look and it's then that you notice a deep basin filled with liquid underneath the bier. You kneel down to inspect it. It smells like fire spirit, one of the most flammable liquids in all of Titan. You need to get off the metal plate – even the smallest spark from one of the clay pots could set the fire spirit alight. The body



hasn't been placed on the bier ready for burial, but for cremation!

Now you hear a noise and look up to see figures emerging out of the darkness between the standing stones, grunting, wheezing, and clacking their teeth. They're small but there are a lot of them, maybe twenty. And you catch the glint of metal. As they move into the light cast by the clay pots, you see that they are GRAVEYARD IMPS, armed with curved knives.

They're half your height, with fat bellies, big heads, big hands, big feet ... and big teeth. Their skin is yellow and warty, like toads' skin, their eyes small and crafty. They stop in surprise when they see you and one steps forward. He's wearing a crown made of sticks and leaves.

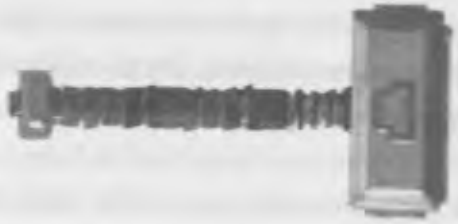
'What are you doing here after dark?' he asks, his voice rasping. 'At night, this is our place. Your people are not allowed. And we have work to do. Run! Run – or join the body on the bier!'

As he says this, he raises his hands and a much larger figure shuffles into the light. You see instantly that it is suffering from the demon curse. It is stooped and walks painfully, drool hanging from its mouth. Its eyes are a predator's eyes, filled with pure, unthinking hatred, and



its skin has turned ridged and leathery. It's carrying a shovel and wears a battered top hat, muddy workman's clothing and a long coat. This must once have been a gravedigger. It moans and staggers towards you, raising the shovel.

To use a vial of smoke-oil on the DEMON GRAVEDIGGER, turn to **117**. To attack it with your best weapon, turn to **102**. To throw one of the clay pots at it, turn to **90**.



**138**

You jump down from the horse, grab a vial of smoke-oil from your pack and hurl it towards the island. It smashes against a rock and a cloud of living smoke emerges. In no time at all, all six pigs have breathed some in, and the next moment they let go of the Lamassu and slump to the ground, twitching and grunting as smoke pours from their eyes, their ears, their nostrils and their mouths. Finally, six ordinary porkers struggle to their feet and look around in a daze. The Lamassu splashes through the water over to where you stand and bows its head. Turn to **80**.



## 139

You knock on the carriage door and it slowly opens.

'Ah, it's you again,' says a familiar voice. 'Don't mind old misery-guts, he's only trying to look out for me. Climb aboard.'

Lady Webspinn is sitting there with her maidservant. She smiles at you as you get in and sit down opposite her.

'So, you will ride with me to Salamonis, then?' she says. 'You will be welcome company. My poor Liara is under the weather this morning.'

You thank Lady Webspinn and settle down for the long journey. Lady Webspinn taps on the roof with a fan and the carriage lurches forwards. Liara, the maidservant, is coughing and sneezing and has a nasty red rash on her face. Her mistress gives her some medicine and the girl looks embarrassed.

As the carriage rattles along the road to Salamonis, you look out at the passing countryside. At one point you see a group of villagers chasing a demon across a field. Later on you see a group of demons chasing a farmer across a field.

'The plague is spreading,' says Lady Webspinn, drawing



down her window blind. 'And it looks as if the closer we get to Salamonis the worse it becomes. But, come, let us talk of more pleasant things.'

So it is that the journey passes quickly. You talk all day, while Liara dozes, and by the time you get to Salamonis you are feeling stiff and restless.

You look up at the high city walls as you approach the main gates. They're built from massive blocks of ancient stone and look like they could hold back an army of giants. You pass through them into a small square, with a customs house, an inn and a stable block. The carriage stops and you climb out, glad of the chance to stretch your legs. Turn to **200**.

## 140

The box is full of magic potions. You take out two jars of 'Pretty as a Picture', one jar of 'Thick as Thieves', one jar of 'Dragon's Breath', and one jar of 'Collywobbles'. (Add them to your Potions list.)

You also find some food in the box, enough for 3 meals, which you add to your Provisions. (When eaten, each meal will restore up to 4 *STAMINA* points.)

You must leave the carriage. Turn to **177.**



**141**

You gratefully eat some cold chicken, bread and cheese. Add 3 *STAMINA* points and turn to **160**.

**142**

The King of the Graveyard Imps throws himself at your feet.

'Thank you, O mighty warrior,' he squeaks. 'You have rescued us from the demon that has been haunting our burial grounds. We haven't been able to go about our business tending to the dead for days. Ask us anything you want and we will help you.'

To ask him about the adventurer, turn to **161**. To ask him about the Invisible City, turn to **174**. To go over to the funeral bier, turn to **272.**



**143**

The goddess Sindla does not look kindly on people who abandon children in danger.

Reduce your *LUCK* score by 3 points and turn to **408.**





**144**

You walk towards Ulrakaah, glad that this is over, but as you get closer the smile dies on her face and twists into a sneer.

'Just because I'm beautiful it doesn't make me a good person,' she says, and laughs, slashing at you with one of her swords. You weren't ready for this and she manages to wound you. (Lose 2 *STAMINA* points.)

As her second sword strikes, however, you are ready and you parry the blow. Now you must fight. Turn to **224.**





145

'Ulrakaah herself forged two enchanted blades to help her conquer Allansia,' says the High Priestess. 'One from purple demon steel and the other from black steel she got from the Dark Elves of Tiranduil Kelthas. The blades have magical properties and in their time were the most powerful weapons in Allansia. When Ulrakaah was banished to the demonic realm on the other side of the Gates of Death, the weapons were taken from her. They lost much of their power and were hidden in the Icefinger Mountains. Lord Azzur somehow managed to find one of them, the other was found by an adventurer called Hikaz Mandeera. Hikaz was on his way here, in the hope of using it to defeat Ulrakaah, when he was ambushed in Trolltooth Pass by a freebooter known as Sinna the Sly. Sinna stole the black khopesh. It seems he had a plan to destroy Ulrakaah and loot our treasures, but I do not know what happened to him. If you do not have Lord Azzur's khopesh, you will have to find Sinna and take the black blade from him. There is no other way to defeat Ulrakaah.'

To ask about the Gates of Death, turn to **164**. To ask about the Holy Man, turn to **176**. To go back to the Temple of Throff, turn to **406.**



146

You drag Brother Tobyn into Net Lane and hurry on, hoping that the city guards will ignore you and head towards the trouble in the market. But you're not in luck today.

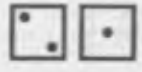
'Not so fast,' says the Captain of the Guards, blocking your way. He's a huge, beefy man with a thick black beard and a ring through his nose. One of the guards appears to be an Ogre, twice the height of the others – and twice as stupid-looking.

'Where do you think you two are going in such a hurry?' asks the captain as he eyes you up and down. 'A Guardian and his acolyte by the looks of it. We're not keen on your sort here.'

'The curse has come to Blacksand,' gasps Brother Tobyn. 'A merchant was turned into a demon, in the Fish Market. We can help...'

'A demon, you say?' The captain sneers at you both. 'That's Port Blacksand for you! Come on, Lord Azzur will want to talk to you two. Take 'em, my lads.'

If you want to go quietly, turn to **245**. If you want to fight the guards, turn to **271.**



### 147

You are in a secret passageway with a narrow hole on one side and a small doorway on the other. The walls have been crudely carved out of the rock and there is purple light coming through what looks like a barred window at the eastern end. To investigate the window, turn to **134**. To crawl through the hole, turn to **398**. To go through the small doorway, turn to **118**. To return to the kitchen, turn to **273.**



### 148

The whole street is filled with demons. It would be madness to try to fight your way through them, and you look for a way to escape. You see the burnt-out jeweller's shop you passed earlier and run towards it, once again catching a glimpse of something gold glinting in the darkness inside. Turn to **411.**



### 149

You are in Titan Square. To go down the East Road, turn to **395**. To go down the South Road, turn to **181**. To go down the North Road, turn to **128.**

### 150

As you move towards the door, a gout of purple smoke erupts from the fireplace and a creature starts to emerge. You can't see it clearly yet, but it's nearly as tall as the room. It lumbers to the table of axes in a cloud of smoke, blocking the way to the two doors at the eastern end of the room. It picks up an axe. And then another ... and another ... and another.

The smoke clears and you see the creature clearly. Even though it has no head, it is twice your height, with four arms, two facing forwards and two facing backwards, and in each hand it holds an axe. It is standing with what, in a normal creature, would be its back towards you, and where its buttocks should be are two faces, one male and one female. They are both grinning.

To fight the creature, turn to **391**. To throw a bottle of smoke-oil at its feet, turn to **371**. To escape through the door that leads to the Walkway of Evening, turn to **84.**



### 151

You hear a demon howl in the road behind you and race down the steps three at a time. At the bottom is a small courtyard. On the wall ahead of you is a bronze plaque depicting the trickster god, Logaan, in the form of a crazed clown, with a six-pointed star symbol on his chest.

To your left is another row of steps leading down. Several demons are climbing them towards you. These were once the civilized citizens of Salamonis. They're well-dressed. You can see bankers, bakers, butchers, builders, merchants, washerwomen, fine ladies ... or at least that's what they were before the plague came to town and changed them. Now they have the wrinkled, leathery skin and the dark eyes of demonkind that you've come to know so well.

If you are wearing a silver ring, turn to **132**. Otherwise, turn to **317.**

### 152

You decide to let the gods choose one for you. You close your eyes, spin around and then walk forwards until your fingertips touch a row of books. You pick one out at random and look at it – *Hither Chaos Angel Died.*

Record the book on your Equipment List and turn to **192.**



### 153

You carry a very powerful weapon, and, as you pull Lord Azzur's khopesh out from under your cloak, purple light shines out from it and the expressions on the faces of the Highwaymen change very quickly.

'Now, wait a minute,' says the captain. 'We didn't know you had a magic meat cleaver on you. Let's talk about this...'

It's too late for talk. You attack the Highwaymen. Turn to **175.**

### 154

Outside, a cock crows once, twice ... and then someone shoots it with a crossbow. You've made it alive to the morning and avoided becoming a demon like your poor master. Brother Tobyn's body lies where it fell, cold and still and grey. You wonder what will become of you now. Will you be left here to rot?

As if someone has heard your thoughts, there's a rattle of keys at the door and it swings open to reveal the dungeon-master and the Captain of the Guards with his men.

'Rise and shine, my little sunbeam,' says the captain. 'Seems you're in luck. There's someone wants to talk to you. Come on – shake a leg.'



The guards escort you up winding stairs and along dank walkways until you come out of a side passage into a large, windowless antechamber. Its walls and floor are covered with polished black tiles, and there's a black marble slab in the middle, but otherwise the room is bare.

Presently, two figures enter, dressed from head to foot in black robes lined with fur and their faces hidden by cowls. One of them steps forward. Its black robes merge into the blackness of the room, and all you can see in the shadows of its cowl is a mouth, which seems to hover in the gloom. And it's no ordinary mouth. It is unnaturally large, taking up most of the creature's head. The skin around the lips is cracked and glowing threads of light weave through it like liquid fire.

'Kneel before me and listen to what I have to say,' says the creature, and the captain forces you to your knees.

'I am Lord Azzur's Mouth,' the creature goes on. 'What I say to you comes from him. What you say to me, you say to him.'

'And I am his eyes,' says the second figure. In the darkness of its cowl you see several eyes, blinking separately, as if they belong to several different creatures.

'And I am his ears,' says a voice from above. You look up to see a huge bat-like creature hanging from the ceiling.

'Lord Azzur knows why you are here,' says the Mouth. 'He knows the purpose of the smoke-oil you brought with you. And he wishes to make you an offer...'

A Troll enters, carrying your backpack and an object wrapped in leather. When he sees you he grunts and takes the smoke-oil out of the pack, placing it carefully on the marble slab.

'Lord Azzur has plans for Allansia,' the Mouth continues. 'And the demon plague makes his planning difficult. A powerful sorcerer has sent this pestilence into our world, and every day, as it spreads, this sorcerer grows stronger. But there is only room for one powerful being in Allansia. Lord Azzur wishes you to find this sorcerer and destroy them. He understands that you will have to travel to the Temple of Throff in the Invisible City, and there you will face a challenge that only one who is pure of heart can win.' The Mouth pauses and lets out a dark chuckle. 'So, sadly, neither Lord Azzur nor any of his minions can go there. He tried sending one of his men before, and it seems he failed... He wishes you better luck on your mission.'



You thank the Mouth and reach for the smoke-oil, but the Troll gives you a foul look and shoves you away.

'Lord Azzur wishes to keep the smoke-oil for himself,' says the Mouth. 'It will be of great use to him. But he will allow you to take one vial to give to the Priestess at the Temple...'

The Troll picks up one vial and puts it into your pack, which he then hands to you. With only a single vial, your mission will be extremely difficult. Hopeless, even. But at least you have your pack and everything else that was in it.

'We can tell you only this,' says the Mouth. 'The Invisible City you seek is situated somewhere in the Plain of Bronze. Travel past Silverton and on to Salamonis, where you can ask the learned scholars there for more information.'

'You will need eyes to find the city,' says the second creature. 'Something to help you see clearer.'

'And you will need ears,' says the bat-like thing. 'Listen well to everything you are told along the way and make note of it.'

'Don't worry, though,' says the Mouth. 'Lord Azzur will



not send you off empty-handed. He wishes you to take this with you...'

He nods to the Troll, who lays the leather-wrapped object on the black stone slab. To demand to speak to Lord Azzur in person, turn to **179**. To fight the Troll for the other vials of smoke-oil, turn to **199**. To accept the offer and take the leather-wrapped object, turn to **249**.

**155**

The Demon Maid falls, mortally wounded, to the floor of the carriage. You have killed her and can't bear to watch what happens next. So, before she turns back into her human form, you gently pick her up, carry her outside and put her on the ground next to the fallen driver. The army of demonic citizens is now surrounding the carriage. Turn to **177**.

**156**

Fossick grows red in the face and shouts at you, his breath reeking of Skullbuster.

'I fed you and gave you shelter and offered you my hospitality,' he rants. 'And this is how you repay me.' He throws a chair at you. 'Get out! Get out! Get out of my house!'

To fight him, turn to **169**. To run away, turn to **182**.





*It has a human face with a plaited black beard and two great wi*



**157**

As the three children run screaming from the hut, the Demon Mother picks up a meat cleaver from the table and advances towards you. You choose your own weapon and get ready to do battle.

| *DEMON MOTHER* | *SKILL 7* | *STAMINA 7* |
|---|---|---|

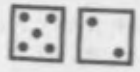
If you win, turn to **185.**

**158**

The bull kicks and stamps at the pigs, turning in wild circles, and now you see that it isn't a bull at all. It has a human face with a plaited black beard and two great wings. It must be a Lamassu, a legendary creature thought to dwell in the remote south-east of Allansia. Three pigs are hanging off its wings, their horrible yellow teeth gripping them tightly and preventing the poor beast from flying. It catches sight of you and shouts for help.

'Save me from these monstrous swine and I will do anything you ask!' it bellows.

To use smoke-oil, if you have any, turn to **138**. To attack the six DEMON PIGS, turn to **119**.





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'Save me from these monstrous swine and I will do anything you ask!' it bellows.

To use smoke-oil, if you have any, turn to **138**. To attack the six DEMON PIGS, turn to **119**.

## 159

You make your way down the herders' track. It is raining heavily and you are soon soaked to the skin. As you trudge on, you grow more and more tired and hungrier and hungrier. (Lose 1 *STAMINA* point, unless you have only 1 point left, in which case your *STAMINA* score remains at 1.)

The track takes you into some woods, and with the thick branches overhead and the sky heavy with clouds, it gets so dark that before long you are stumbling around with no sense of direction. At last, though, you see a light in the distance and head towards it.

You come to a clearing in the woods where a low woodman's cottage stands. It has log walls and wooden shingles on the roof. A dim light shows in one window. Cautiously, you search the surrounding area. You find a small barn and a woodshed full of split logs and old sacks. You go over to the barn and find it locked. Listening at the door, you can hear an animal inside. A horse, maybe?

Now you hear another animal, a wolf, howling somewhere off among the trees. It's too dark and dangerous to risk wandering around out here any longer. You need somewhere safe to sleep.

You creep up to the cottage and are about to peer in



through the window when you hear a gruff voice from inside. 'I know you're out there,' it shouts. 'I'll warn you, I've an axe and a foul temper and I've drunk half a jug of Skullbuster.'

To knock on the door and tell the owner of the voice who you are, turn to **116**. To sneak off and try to sleep in the woodshed, turn to **203**. To try the barn, turn to **184**.

## 160

You close your eyes and settle down in the soft, cushioned seat. Soon the rocking and rolling of the carriage has lulled you into a deep sleep. (Add 2 *STAMINA* points.)

When you awake it's dark and the carriage has stopped. You come alert quickly. Is there something wrong?

'We have arrived in Silverton,' Lady Webspinn explains. 'I am spending the night here and carrying on to Salamonis in the morning. If you would like to ride with me again, meet me back here at daybreak.'

You thank her and step out of the carriage to find that you are outside an inn called The Old Toad. So this must be Silverton.

As Lady Webspinn and her maidservant go inside, you take a look around. Turn to **254**.



**161**

'His name was Hikaz Mandeera,' says the King of the Imps. 'He had come from the Icefinger Mountains to look for our funeral bier, but on the way here he was ambushed in Trolltooth Pass by a bandit called Sinna the Sly, who stole his sword and wounded him. When Hikaz got here he tried to protect us from the Demon Gravedigger...' He points to the funeral bier. 'And that's what happened to him. It is now our duty to burn his body and send him on his last adventure.'

To ask the King of the Imps about the Invisible City, turn to **174**. To go over to the funeral bier, turn to **272**.

**162**

There would be no point in trying to fight so many demons, but you are wearing the swift silver boots, so you have the chance to outrun them.

You charge at them, amazed that each step you take is five times the length of a normal pace. You easily get past the first rank of demons, and are going so fast you plough through another bunch, knocking them out of your way like skittles.

Now you are past them and racing on – turn to **108**.



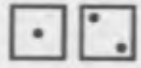


**163**

You follow the tunnel as it twists and turns, going ever downwards. You can hear a dreary, moaning sound, like wind forcing its way through a crack, or the howling of a wounded dog.

At last you come to the end of the tunnel where you find a bronze-coloured jewel glinting in the dirt and pick it up. (Add the jewel to your Equipment List.)

You carry on as the tunnel emerges into a vast underground cavern. To your left you can see a monumental entranceway, now blocked with fallen rocks and boulders. To the right, the cavern grows even larger. There are several demon portals in the floor here with purple gas rising from them, making it hard to see very much. You look up to see two



tiny windows, high up in the cavern wall.

You push through the curtain of purple steam and find you have reached your destination at last. There before you stand the legendary Gates of Death. They are jet black and so tall that you have to tilt your head back to see the top of them where they disappear into purple clouds of gas near the roof of the cavern.

As you step closer you see that the Gates are covered with black carvings and figures in relief – the figures of dead people. You can make out the shapes of countless skeletons and corpses in various stages of decay, showing the wounds of how they died. They have been carved in such a way that it looks as if they're trapped inside the solid body of the gates trying to force their way out. Skulls leer at you, hands reach out towards you.

As you get nearer still you see that these are not carvings at all. The figures are moving slightly. They are the actual bodies of dead people embedded in the gates. The eyes of the corpses really are looking at you, their hands really are reaching out to you, but they're held within the gates, like flies trapped in honey. They are packed in so tightly that they must be what the gates are actually made of. And now you realize that the eerie sound you can hear is these poor souls moaning.

There are two iron rings hanging from the gates, one on each side. You realize they must be handles. Can it really be so simple? Do you only have to turn the rings to open the gates and confront whatever lies on the other side?

Now you notice that all over the ground near the gates are armoured skeletons, with bits of them hacked off. There is also another body that looks like it has been more recently killed. This one is different from the bodies trapped in the Gates. They look like warriors who have tried to fight something down here. But what? And now you find a body that looks like it might have been killed yesterday.

To explore the cavern, turn to **7**. To try the rings, turn to **356**. To investigate the fresh body, turn to **193**. To leave the cavern and go back up to the refectory, turn to **460.**



164

'Many, many years ago,' says the High Priestess, 'these plains were a rich and fertile land, and this was a beautiful place. It was called the Gleaming City, and was famous for its copper-clad towers. But then the War of the Wizards broke out and tipped all of Allansia into chaos and turmoil, and, when all eyes were looking elsewhere, a demon portal appeared on the plains nearby. A demonic horde poured through the portal from their realm and the people of the Gleaming City tried to defend themselves but the demons were too many and too strong. In the end, the city mages used a great and terrible weapon against the invaders. First they built an enchanted prison in the caves beneath the city and once they'd finished it they summoned up a magical firestorm that rained down on the demon army. In the process the people of the Gleaming City destroyed not only the demons but also themselves, and their fine city. All was melted or blasted into rubble and everything that lived, people and demons alike, was hurled into the prison and sealed behind the Gates of Death. It was the only way to prevent the demons from rampaging across the rest of Titan. The once great city was turned into a blasted spire of rock and bronze. A few people survived, however, by sheltering in the caverns beneath the rock and from the wreckage of the old they started to build a new city - this city - with the sole aim



of guarding the Gates. They made the city invisible with magic spells, so that anyone who looks upon it believes that they cannot see it.'

Alesstis pauses and looks at you with tenderness. 'You will have to learn how to pass through the Gates and confront Ulrakaah. Seek the one who calls himself the Holy Man. He will help.'

To ask about Ulrakaah, turn to **126**. To ask about The Holy Man, turn to **176**. To go back to the Temple of Throff, turn to **406.**



165

The mouldy cheese is sitting on a metal dish. There are maggots crawling all over it, but at least they'll add some protein to your diet. As you lift the dish, however, you see that it's attached to a steel rod that goes into the wall. It's some kind of lever. There's a click and a section of the wall slides back. You have found a secret opening.

To go through the opening, turn to **147**. To try some other food, turn to **234**. To return to the refectory, turn to **460.**



**166**

Desperately, you pay the man 3 Gold Pieces.

'I'm no crook,' he says. 'Just trying to make a living. Take a couple of small items as well, if you like.'

You snatch up some items at random before grabbing the harpoon. Add a fishhook, a brass compass and a jar of healing ointment to the Equipment box on your Adventure Sheet. You also put a lucky anchor charm around your neck. Finally, add a harpoon to your Weapons List. You are ready. Turn to **205.**



**167**

You find yourself in Titan Square. In the centre, surrounded by tall palm trees, stands the statue of Titan that gives the square its name. Titan is foremost amongst all the gods and the statue is gigantic, towering over the grand and imposing buildings that line the square.



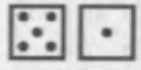
You see a temple, three ducal palaces, the great bank of Salamonis and the famous Halls of Learning, which once stood for knowledge and civilization, but which could now very well be overrun with demons. Set back from the square on the south side is the royal palace of King Salamon.

You entered the city by the West Gate and have been along the West Road. There are three other roads leading off the square. Turn to **149.**



**168**

If you are to stand any hope of getting to Ulrakaah, you must first stop the army from attacking you, and the only way to do that will be by using magic. You realize that the seeds you swallowed have given you the powers of a great sorcerer in this realm, and the khopesh in your hand feels as if it is filled with a demonic energy. Turn to **213**.



**169**

FOSSICK, the drunken Dwarf, sees that you are itching for a fight.

'A fine guest you are!' he hisses. 'I'm never opening my door to a stranger again. But if it's a fight you want, I'll give you one. I'm mad as hell and twice as nasty.'

So saying, he grabs his woodsman's axe from a rack by the door.

'I'll warn you,' he grunts, getting ready to swing the axe. 'That treasure chest is sealed with magic. Only I know how to open it...'

Choose a weapon from your list and prepare to fight. If you have no weapons then you will have to use your bare hands and are very foolish indeed to have picked a fight with an angry, drunken Dwarf.

*FOSSICK* *SKILL 8* *STAMINA 9*

If you win, turn to **405**.

**170**

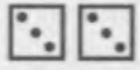
You hurl a vial of smoke-oil at the Demon Mother and it smashes against her cleaver, enveloping her in yellow gas. She screams, flailing with her cleaver as she slowly collapses to her knees. When the cloud of gas clears, she lifts her face towards you and you see it returning to its human form.

'Thank you,' she says as her children rush to throw their arms around her. 'You must be the one that Brother Vigo told us about. Let me give you some food.'

She ladles out a bowl of stew and you sit at the table. While you eat, she tells you more about Hikaz Mandeera, the adventurer whose footsteps you are following. (Restore up to 4 *STAMINA* points.)

'He wanted to find Pangara's funeral bier in the burial grounds at the end of the corpse road,' she says. 'It's a platform for laying out the dead before burial, but he also believed that it worked as a means of magical transport and could take him to any place of the dead... Let me also tell you what I told Hikaz, which was told to me by the goddess in a dream – "Follow the star". What it means, I don't know.'

Before you leave, she hands you a flask of firewater. Add this to your Equipment List and turn to **408**.



### 171

As you and Lady Webspinn walk down the wide West Road, you hear a noise and look to your right to see a group of demons lurking in an alleyway.

'It's not safe to be out in the open,' says Lady Webspinn. 'Take this, it will protect you.'

She hands you a silver ring with an image of a six-pointed star on it and you slip it on. Instantly you feel a wave of energy and strength pass through you. (Add 3 *STAMINA* points.)

'I had hoped the plague hadn't got into Salamonis,' says Lady Webspinn. 'Luckily I know a secret passageway that will get us off the streets and take us straight to the Halls of Learning. Follow me.'

Lady Webspinn leads you over to the north side of the road where some steps lead down to a courtyard. To go with her, turn to **151**. To part company and carry on down the West Road, turn to **211**.

### 172

You go over to the nearest shelf and take a book out. It is very old and bound in worn green leather with lettering inlaid in gold. It has a strange title – *Chaos Angel Died Hither*. You open it but can't read any of the words, which



are in a language you don't recognize. You put the book back and take out another. This one is smaller and bound in black leather. It's called *Hither Died Chaos Angel*. This, too, is written in an unfamiliar language. You put it back and look at a third book – *Angel Died Chaos Hither*. You look at a fourth and a fifth and a sixth... They are all variations of the same four words. As you search among the shelves, you realize that every single book in the library is the same.

To choose one at random, turn to **152**. To go through the scroll door, turn to **110**. To go through the book door that leads to the guardroom, turn to **129**.

### 173



174

'We don't know anything about the Invisible City,' says the King of the Imps, 'except what the adventurer told us when he was dying from his wounds. He said the city is on the Plain of Bronze, and if you stand in the right place and have the right magic items you will be able to see it. And then, once you see the city, you can enter it. The last item he needed was our funeral bier.'

To ask the King of the Imps about the adventurer, turn to **161**. To go over to the funeral bier, turn to **272**.



175

The five Highwaymen move in for the kill. You will have to fight them one by one.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *LEAD HIGHWAYMAN* | *8* | *8* |
| *SECOND HIGHWAYMAN* | *6* | *6* |
| *BOWMAN* | *7* | *6* |
| *SECOND BOWMAN* | *8* | *6* |
| *LAST HIGHWAYMAN* | *7* | *7* |

If you win, turn to **262.**

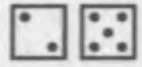


176

'When I knew the Invisible City was under attack,' says the High Priestess, 'I sent to Kaynlesh-Ma for the Holy Man, who knows Ulrakaah's weaknesses. But before he got here things became so perilous that I had to protect my people and so transported them into another dimension. I then hid myself here so that I could watch over the temple. I can see outside events reflected in the surface of this enchanted water.' She nods to the bronze bowl. 'So I know the Holy Man is here, but, like me, he is also hiding, behind a secret door in the temple kitchens. To find it you must lift a certain metal dish attached to a lever.'

To ask about Ulrakaah, turn to **126**. To ask about the enchanted weapons, turn to **145**. To ask about the Gates of Death, turn to **164**. To go back to the Temple of Throff, turn to **406.**





### 177

You quickly climb up into the driver's seat out of immediate danger, but as you look at the four black horses you see that they have become possessed as well, with mad, demonic eyes and teeth like alligators.'

A cry of triumph rises from the Demon Horde. They have you cornered... But then there's a shout as the five soldiers cut a path through them towards the carriage.

'Run!' one of them shouts, holding a space open for you. 'We'll deal with these fiends.'

To jump down and try to run past the demons, turn to **216**. To jump down and fight the Demon Horde alongside the soldiers, turn to **207**. To try to drive the carriage, turn to **248**.



### 178

The Obsidian Giants crack and then shatter into a thousand pieces of black crystal. You step over them, and, as you walk towards the gates, you hear a noise behind you. You turn to see that the shattered crystal is reforming into the shape of the giants. They will soon be back as they were.



To quickly open the gates, turn to **436**. To return to the refectory, turn to **460**. To investigate the body of the fallen warrior, turn to **193**.



### 179

'What?' The Mouth grows fiery with anger. 'In person? You wish to speak to Lord Varek Azzur in person? Are you insane? Nobody gets to speak to him in person.'

The cracks in his skin glow fiercely and so do his hands. Before you know what's happening, he hurls two fireballs at you that sparkle and crackle as they fly through the air.

You duck... *Test your Luck*. If you're Unlucky, turn to **328**. If you're Lucky, turn to **270**.



### 180

You watch the carriage drive on down the road, leaving a trail of dust in its wake. You follow it, but your horse is tired now and its flanks are wet with sweat. There's a river running alongside the road and you lead the horse over to it to drink.

You spot a demon paddling down it with a big grin on its face, using a dead body as a canoe. It's clear that nowhere is safe, not the road, nor the fields, nor the rivers, and indeed, the next thing you see is six demonic pigs attacking a great bull on a small island in the middle of the river. The pigs are making a terrible squealing sound, their skin is as lumpy as the bark of old trees and they have grown vicious tusks. Their dark eyes glint with an evil intelligence. Your horse has finished drinking and is nervous of the other animals.

To ignore the demon pigs and ride on towards Salamonis, turn to **240**. To help the bull, turn to **158.**

### 181

You walk on until you come to a crossroads. To go east, turn to **298**. To go west, turn to **322**. To go south, turn to **208**. To go north towards Titan Square, turn to **149.**



### 182

As you run for the door, Fossick picks up a heavy fire iron from a rack near the stove and hurls it at you.

*Test your Luck*. If you are Lucky, turn to **316**. If you are Unlucky, turn to **337.**



### 183

'All the books in our library have been protected by magic to keep them from being read by the wrong eyes. Let the gods guide you in choosing the correct one. And, once chosen, you will have to get it translated by the Fish with a Thousand Voices.'

To ask about the Fish, turn to **209**. To ask about the High Priestess, turn to **219**. To ask about the Gates of Death, turn to **250**. To go through the library door, turn to **192**. To walk into the purple-lit corridor, turn to **279.**

**184**

You look in your pack to see if there's anything that might open the locked barn door. If you have a fishhook and want to try to pick the lock with it, turn to **3**. If you have an axe and want to use it to chop through the door, turn to **22**. If you have a fire iron, and want to use it to smash the lock, turn to **47**. If you have none of these items, you'll have to go and sleep in the woodshed, turn to **203**.



**185**

You are glad that the children weren't here to see the demon die and turn back into their mother, and you quickly search the hut before they return. You find a flask of firewater, a bag of nuts and a bowl of hot stew. You can take the nuts with you.

Add 1 meal to your Provisions; whenever you eat the nuts they will restore up to 4 *STAMINA* points. The hot stew you must eat now and this also restores up to 4 *STAMINA* points.

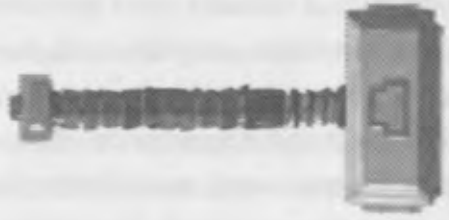
Turn to **408**.





**186**

You pick up some dried fish. To keep it for later, simply add it to your Provisions. (If you want to eat it, add 1 *STAMINA* point.) Now turn to **234**.



**187**

You check Father Tobyn – he's still just about alive. You help him to his feet and out of the alley. Turn to **146**.



### 188

'Thank you, thank you,' says the poor man as you give him some water from your flask. 'Here, take this. It's all I have in the world.'

He passes you a pouch and you look inside it to find 2 Gold Pieces, a silver compass, and 1 meal of rice balls that you add to your Provisions.

'You're an acolyte from the Crucible Isles, aren't you?' he says feebly. 'I recognize your clothing. Have you come to save us? There was another like you, passed through here last week, a young adventurer trying to fight the plague. He was on his way to our mapmaker, Sandford Swann. Maybe Swann can help you... Go to his shop, near Titan Square...'

But before you can ask him any more questions, he faints clean away. You move him out of the road, hoping he'll be all right, and then hurry along the street, catching glimpses of demons lurking in the alleyways on either side as you go. You stay on the main road, ready for anything, until at last you see an open area up ahead. You run on even faster. Turn to **167**.

### 189

The magic boots give you enough speed and power to run clear of Ulrakaah's stamping foot, which crashes down



behind you, splitting the ground. You race over to her back foot and spot a hole in her boot where it has rotted away, exposing bluish-grey flesh. You stab your khopesh into it. The blade pierces the skin and you are splashed by a spurt of vile, black blood.

If the blade of your khopesh was washed with 'Pretty as a Picture', turn to **78**. If not, turn to **259**.



### 190

You have come to a large square chamber with a deep pool of shimmering water in it. This is the famous Pool of Mysteries, one of two magical pools here in the temple. To the north, through an archway, is the Walkway of the Dawn. The Walkway of Day goes the other way, south, towards the main temple.

To drink some water, turn to **202**. To take the Walkway of Day, turn to **406**. To take the Walkway of the Dawn, turn to **214**.



### 191

You slip the robe on and Nicodemus shouts something in a language you don't understand. For a moment his hut is filled with light. You realize he must be a very powerful figure and wonder how he ended up here underneath the Singing Bridge by the stinking Catfish River.

There's a shift in the air and you feel different but couldn't say exactly how. You leave the hut and are amazed at how everybody in town keeps away from you. Halfway up Bridge Street you catch your reflection in a shop window and see that you have red eyes, sharp teeth and the skin of a lizard. So that explains it.

It takes you no time at all to get to the main gate. As you pass outside the walls, however, there's another shift in the air and your grey robes turn to dust and fall from your shoulders. You shiver, suddenly cold. Clouds are gathering. Nicodemus can't help you now. He was right – you are truly on your own. Turn to **100.**

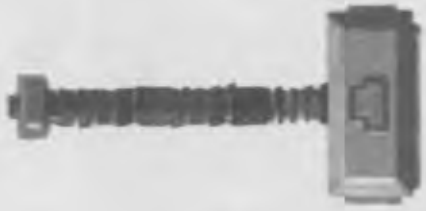
### 192

You are in the Great Library of Throff. Bookshelves, accessed by a framework of metal ladders and walkways, rise up and up and up, disappearing into the darkness above your head. Too many books to count. You didn't know there were this many in the world.



As well as the door that looks like a book, which leads to the guardroom, there is a smaller doorway painted to look like a scroll, with writing on it that you cannot understand.

To take a closer look at the books in the library, turn to **172**. To go through the scroll door, turn to **110**. To go through the book door, turn to **129**.



### 193

You go over to the fallen warrior. He's clad in blue steel and his face is blackened as from a blast of fire. As you search his body for anything that might be useful, he suddenly grabs you with his left hand, and his eyes spring open. He's not dead at all. His grip is weak, however.

He stares into your eyes and starts to speak in a language you do not understand. If you have a Seed of Knowledge, turn to **206**. To leave him and try the rings in the Gates of Death, turn to **356**. To go all the way back to the refectory, turn to **460.**





*Her long curved teeth are stained with blood*



**194**

As you climb aboard the carriage, you catch a glimpse through the far window of someone lying dead in the road on the other side. You realize it's the driver, his clothing torn by claws. And now you hear a groan and a chuckle.

'Welcome aboard,' says a deep, gurgling voice. 'I hope you enjoy the ride.'

You turn to see Liara grinning at you. She has become a demon, and her long curved teeth are stained with blood. Lady Webspinn's blood. Her mistress's face is white and her eyes are open wide and unblinking.

The DEMON MAID reaches for you. You are going to have to defend yourself. To fight her, turn to **71**. To use smoke-oil, turn to **89**. To use a magic potion, turn to **106.**

**195**

The hole is just big enough for you to squeeze into. You climb through it and find yourself in a narrow tunnel that has been crudely hacked out of the rock. You hurry down it as fast as you can go.

If you have a bronze-coloured jewel, turn to **7**. Otherwise, turn to **163.**

**196**

You have no powerful weapons so will have to walk the path of the wise and use your wits and your magic. The Highwaymen are too well armed for you to consider fighting them yet. You will have to weaken them with magic first. Turn to **218.**

**197**

There's nothing you can do for poor Lady Webspinn. Liara has killed her. You close her eyes and look around the carriage. There's a wooden box on the opposite seat. To look in the box, turn to **140**. To leave the carriage, turn to **177**.

**198**

You set off down the track that leads away from the fort. This is an old corpse road, the way that villagers would have carried their dead to the burial grounds. As the night turns darker, you hurry on.

It's a long way on foot. If you are wearing the silver swift boots, turn to **306**. If not, turn to **327**.

**199**

The Troll looks at you as if you are an idiot, and as he raises a huge war hammer you realize that you probably are.



*TROLL* *SKILL 9* *STAMINA 11*

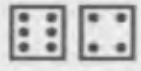
If you reduce the Troll's *STAMINA* to 5 points or fewer, or after seven Attack Rounds (whichever is sooner), turn to **229.**

**200**

So this is Salamonis. There are many grand houses lining the streets with red-tiled roofs and shady porches, but the whole place seems oddly deserted. You feel a drop of rain on your face and look up to see clouds forming over the city. They don't look at all like normal clouds; they're swirling and purple, and the rain that falls from them is purple too. Soon the road is stained and wet.

'There is a great evil in the world.' You turn to see Lady Webspinn getting down from the black carriage. She stares at you for a moment and then walks over.

'Purple rain means that somewhere close there is a demon portal,' she continues. 'Some powerful being is working its evil. You know the old rhyme? "I want to cause you sorrow, I want to cause you pain, I want to see you drowning, in the purple rain." They say that if you are sucked into a demon portal, you need to chant the words "Exitus, exodus, excitus".'



As she recites the spell, Lady Webspinn shivers and takes your hand.

'I feel terribly alone here,' she says, 'Where is everybody? My maidservant, Liara, is too sick to leave the carriage and I need to find help for her. Will you walk with me and keep me safe? I am going to the Halls of Learning in the hope that the scholars there have found out exactly what is causing this demon plague.'

You look away down the street, which is the main west road into town. The houses on either side have their shutters closed and many of their doors have been boarded up. With its ancient high walls and reputation for learning, you expected Salamonis to feel safe and civilized. Instead it feels cold and threatening.

To accompany Lady Webspinn to the Halls of Learning, turn to **171**. To tell her you are going to forge your own path and bid her farewell before striking out on your own, turn to **211**.





**201**

You stare at the khopesh for a moment and then drop it over the edge of the pit, watching as it spins end over end, catches fire ... and is gone. As it disintegrates, you feel yourself growing weak. Without the power of the blade, you cannot survive here in this realm. You hurry back to the Gates of Death, feeling weaker and fainter with each step. Just as you get there, your new body collapses to the ground and your spirit rises up from it. You look down at the warrior's corpse turning to dust.

You are a wandering spirit again. You float back out through the gates. Turn to **470.**



**202**

You drink some water from the Pool of Mysteries and feel a deep sense of peace and calm come over you. (Add 1 STAMINA point.)

To take the Walkway of Day, turn to **406**. To take the Walkway of the Dawn, turn to **214.**



### 203

You make a bed with some of the sacking and settle down for the night. You don't sleep well. It's uncomfortable in the shed and all night long you can hear animals outside, circling the clearing. When day breaks, you are even more hungry and tired than before.

Lose 1 *STAMINA* point, unless it will take your *STAMINA* score below 1.

As you put the sacks back where you got them from, you hear a tinkling sound and look down to see an iron key on the floor. You pick it up and go outside. Sunlight is filtering down through the trees and shining on the barn. You hurry over and try the key. The lock is stiff, but the key eventually turns, and you pull the door open. There's a horse inside, with a saddle and a bridle hanging nearby. It doesn't take you long to get the horse ready and lead it out of the barn.

You jump on to the horse's back and kick its flanks. If you have a book of love poetry, turn to **243**. If not, turn to **223**.







### 204

You pick up a loaf of bread. It's covered in green mould. You take a bite and it tastes revolting. You are instantly sick all over your shoes. (Lose 1 *STAMINA* point.) You need to get on with your mission and can't risk getting any sicker. Turn to **234**.



### 205

Prepare to fight the slavering Demon Merchant.

*DEMON MERCHANT* *SKILL 8* *STAMINA 10*

If you win, turn to **225**.



### 206

You pop a Seed of Knowledge into your mouth and swallow it. Now, magically, you can understand what the warrior is saying and he can understand you.

'I am Sinna the Brave,' he says. 'Although some people call me by another name. I have defeated many enemies in my time, but now I have met my last. Lord Azzur sent me here to defeat Ulrakaah and steal the treasures of the temple. I was warned that only the pure of heart could pass through those gates, but I easily defeated the two Obsidian Giants that guard them. Every time you strike them down, however, they come back to life...' He nods over to where the two giants are reforming and then goes on. 'I know that the Gates must never be opened, but there is a book here somewhere that contains the secret of how to pass safely through. Alas, I never could find it, so I tried to cut through the gates with my enchanted khopesh ... and the gates themselves have killed me with a blast of hellfire... So, it seems, I am not pure of heart after all.' He laughs darkly. 'Not that that is news...'

To ask Sinna about the khopesh, turn to **285**. To ask about the book, turn to **331**. To return to the refectory, turn to **460**. To try the rings in the Gates of Death, turn to **356**.



### 207

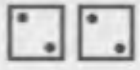
Even with the help of these five brave soldiers, you're not going to be able to fight a whole army of demons. You are quickly overwhelmed and you watch helplessly as the soldiers go down beneath a pile of swarming bodies. Then a pack of demons grabs you and holds you aloft. Laughing crazily, they get ready to dash you to the ground, and you scrabble in your pack for something that might help. If you find a bottle of 'Nostalgia' or a compass, you can try using one of them, turn to **235**. Otherwise, turn to **330.**

### 208

You have come to the South Gate. There's nobody guarding them and to approach them you must cross a small bridge that spans a street on a lower level. You see that one of the gates is hanging half off its hinges. It seems quiet here; no living creature stirs, and the only movement is a scrap of paper blowing down the middle of the bridge.

Suddenly, you sense movement and turn, ready for anything. It's just a cat, which darts away through the gap in the gates.

To look at the piece of paper, turn to **226**. To go over to the gates, turn to **247**.



## 209

'The talking fish speaks many languages,' says the Wooden Scribe. 'And, like me, he is trapped here in the temple. I fear it will be hard to find him; the way to his hiding place has been blocked by a demon portal. Perhaps you could jump over it, though; you look fit enough.'

To ask about the High Priestess, turn to **219**. To ask about the Gates of Death, turn to **250**. To go through the library door, turn to **192**. To walk into the purple-lit corridor, turn to **279**.

## 210

The Obsidian Giants are crunching and creaking towards you. You must prepare yourself for the battle ... and what happens afterwards.

If you have any Seeds of Galana, you may swallow them now, and if you have chosen to use a khopesh you can wash its blade in a magic potion to make it more powerful.

Choose a potion from your list, if you have any, and wash the blade. Then battle the Obsidian Giants one by one.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First OBSIDIAN GIANT* | *6* | *12* |
| *Second OBSIDIAN GIANT* | *6* | *12* |

If you win, turn to **178**. If you are defeated, turn to **366**.



## 211

You set off down the West Road and soon see an outside staircase on your right that looks like it might lead up on to a roof.

To climb it, turn to **227**. To carry on walking, turn to **239**.

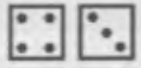
## 212

Nicodemus holds out his magical robe, but before you can put it on you hear a cry of pain. Brother Tobyn is bent over, clutching his stomach, his bones cracking. Suddenly he straightens up with a jerk and a snarl and you see that he has rough, warty skin and the same horrible dark eyes, long claws and sharp teeth as the possessed merchant. He leaps at you and is struck down by a beam of light from Nicodemus's outstretched hands.

Brother Tobyn falls to the floor and dissolves in a cloud of purple smoke.

'He would have died anyway,' says Nicodemus. 'Now be quick. Take my robe.'

You look at what is left of poor Brother Tobyn. If you still want to put on the robe, turn to **191**. If you want to attack Nicodemus, turn to **449**.





*There in the darkness is a monkey*



**213**

To use the power of the Seed of Treachery, turn to **244**. To use the Seed of Change, turn to **277**. To use the Seed of Destruction, turn to **315**. To use the power given to you by the Seed of Doubt, turn to **382**.

**214**

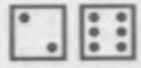
You are in the Walkway of the Dawn. At the southern end is the archway leading to the Pool of Mysteries, at the northern end is a heavy iron door. Halfway along is a smaller door on the west side, with purple light spilling from underneath it.

To open the smaller door, turn to **228**. To go through the heavy iron door, turn to **295**. To go to the Pool of Mysteries, turn to **190**.

**215**

The buildings outside the Temple Gardens appear to be stalls set up for the selling of religious artefacts. You see small plaster statues of Throff, various offerings to leave in the temple, candles, bracelets, medallions, prayer beads and necklaces, as well as leather-bound books, and pottery. But the stalls all seem deserted and most of the stock is lying scattered and broken.

You are about to go back to the garden when you hear



a noise. You peer inside one of the stalls. There in the darkness is a monkey. Its teeth look sharp and it is holding what looks like a ceremonial dagger. To approach the monkey, turn to **230**. To carry on into the Temple Gardens turn to **275.**

**216**

The soldiers step aside and salute you as you run past them towards the gates.

'Lady Webspinn and the scholars sent us here to make sure you got safely out of the city,' they shout. 'Good luck! We'll try to hold these filthy demons back and give you more time.'

You are still wearing the swift silver boots and are running like the wind. You are soon through the gates and on the road to Trolltooth Pass. You haven't gone very far, however, before you find the way ahead blocked by a group of demon farmers, armed with pitchforks, shovels, flails and scythes, too many to fight.

To carry on running and hope your boots will take you past the farmers, turn to **231**. To use smoke-oil, turn to **246**. To leave the road and try to get away from them, turn to **261.**



**217**

'The book,' Sinna gasps. 'You have it... Perhaps you are true of heart, though I doubted there was anyone in all Allansia who really was. Quickly, turn to page **122:** that is where you will find the answers you seek...'

**218**

The five thieving Highwaymen have the following attributes:

| | *SKILL* | *STAMINA* |
|---|---|---|
| *LEAD HIGHWAYMAN* | *8* | *8* |
| *SECOND HIGHWAYMAN* | *6* | *6* |
| *BOWMAN* | *7* | *6* |
| *SECOND BOWMAN* | *8* | *6* |
| *LAST HIGHWAYMAN* | *7* | *7* |

Which jar will you choose from your pack to deal with them?

To use smoke-oil, turn to **9**. To use the 'Thick as Thieves', turn to **29**. To use the 'Pretty as a Picture' potion, turn to **49**. To use the 'Dragon's Breath', turn to **69**. To use the 'Collywobbles', turn to **241**. To open a 'Nostalgia' perfume bottle, if you have one, turn to **442**. Or if you are ready to fight them, turn to **175.**



### 219

'Our High Priestess, who looks after us all, is hiding somewhere here in the temple,' says the Wooden Scribe. 'If you are pure of heart you will find her.'

To ask about the book, turn to **183**. To ask about the Gates of Death, turn to **250**. To go through the library door, turn to **192**. To walk into the purple-lit corridor, turn to **279**.

### 220

Fossick shows you to a bed tucked away in a back room. You crawl into it and instantly fall asleep. (Regain 2 *STAMINA* points.)

You wake to discover that Fossick and Blossom have made breakfast. You tuck into a fine meal of eggs and bacon. (Restore another 3 *STAMINA* points.)

'I've a horse you can borrow,' says Fossick. 'He's out in the barn. Give him his head and he'll take you as far as Salamonis. He knows the way so well he could do it in his sleep. And he knows his way back, so just set him loose when you're done and he'll come home.'

You go outside with Fossick and his daughter. Fossick unlocks his barn and shows you his horse. It doesn't take long to saddle the beast and you're soon mounted and



ready to leave. You wave to Fossick and Blossom, dig your heels into the horse's flanks and canter off. Turn to **243**.

### 221

You pick out an apple that doesn't look too rotten. To keep it for later, simply add it to your Provisions list. (If you want to eat it, add 1 *STAMINA* point.) But you need to get on with your mission. Time is running out. Turn to **234**.

### 222

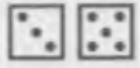
You don't know what most of the potions are, but you do find three bottles you recognize. A 'Pretty as a Picture' potion, a bottle of 'Nostalgia' perfume and a 'Potion of Power'.

If you want to use the 'Potion of Power' now, add 4 *STAMINA* points, otherwise add it to your Equipment List to use later, along with the other bottles.

When you are done, you leave the room. Turn to **129**.

### 223

As you canter away, you hear a shout behind you and look back to see a very angry Dwarf emerging from the cottage, brandishing an axe. He yells the foulest curses you've ever heard (lose 2 *LUCK* points) but he can't possibly catch you. Turn to **243**.



**224**

It is your enchanted khopesh against ULRAKAAH'S twin blades...

*ULRAKAAH* *SKILL 10* *STAMINA 10*

If you win, turn to **42.**



**225**

The Demon Merchant lets out a hideous shriek and falls to the ground where he thrashes around like a fish out of water. At last he rolls over on to his front and lies still in a growing pool of blood.

'So, what have we here, then?' You turn round to see a unit of the city guard approaching, dressed all in black, with black chainmail. One of them appears to be an Ogre, twice the height of the other guards, and twice as stupid looking. The officer in charge is a huge, beefy man with a thick black beard and a ring through his nose.

'It's a demon,' you explain. 'It was going to kill Brother Tobyn.'



'A demon, you say?' The captain rolls the dead body on to its back with the tip of his boot. Everyone around you gasps and an icy chill runs down your spine... The demon has turned back into a merchant. A dead merchant.

'Don't look like no demon to me,' says the captain. 'Lord Azzur will want to talk to you two. Take 'em, my lads!'

The guards confiscate any weapons you may have. (Remove them from your Weapons List.)

If you want to go quietly, turn to **245**. If you want to fight the guards, turn to **271.**

**226**

You pick up the piece of paper. It's an old poster and you can just make out the words 'Demon Plague. Meeting tonight in the Halls of Learning'. It's too late for meetings and you are about to throw it away when you notice that there is writing on the back. You turn it over and read some words scrawled with charcoal.

*Find Sandford Swann. Go to Broken Goddess Fort. Find funeral bier. Use goggles. H.M.*

You drop the paper in the road. To go back the way you came, turn to **181**. To head towards the gates, turn to **247.**

### 227

You are on a roof with a tower at each corner and a good view of Salamonis. To the east a great statue of Titan stands high up on a column overlooking the city. That must be where Titan Square is, at the centre of town. You can see the city walls all around and gates to the north, south, east and west. As you are going back to the stairs, you spot a dead body lying in the shade of a tower. It's a woman and she's clutching a scrap of paper. You study it. Scrawled on it is a purple circle inside which are the words: 'Exitus, exodus, excitus'. A magic spell, maybe?

There is nothing you can do for the woman. You go down to the street and head towards Titan Square. Turn to **239**.





### 228

You open the smaller door and go through, only to discover that the room you've entered has become one giant demon portal. The floor, the walls, the ceiling... All is glowing purple and there is a noise like wind howling in a tunnel.

You teeter on the brink of the gaping hole in the floor, nearly falling in. You notice a weird fishy smell in here, as if you are under the ocean.

To try to jump over the portal, turn to **238**. To quickly duck back out into the Walkway of the Dawn, turn to **214**.

### 229

There is a sudden explosion of light and you are thrown violently to the ground. (Lose 2 *STAMINA* points.)

Cautiously, you pick yourself up off the floor. There are too many eyes staring at you from inside a black cowl. A glowing bolt of fire hovers in the air above you.

'If you're quite finished,' says the Mouth, 'shall we continue?'

To fight the Mouth, turn to **270**. To get up and accept Lord Azzur's gift, turn to **249**.

### 230

You select a weapon and go inside the stall. The monkey shrieks and leaps up on to the window ledge at the rear of the building. It doesn't look so dangerous close-up.

'Who are you?' it asks. 'You don't look like an accursed demon.'

To tell the monkey who you are and why you are here, turn to **242**. To ask the monkey who he is, turn to **256**. To ignore the monkey and go into the Temple Gardens, turn to **275**.



### 231

You barrel into the demon farmers, fast as the wind.

*Test your Luck*. If you are Lucky, turn to **329**. If not, turn to **261**.

### 232

Port Blacksand is too dangerous a place for a young



acolyte and a wounded Guardian to be wandering around unprotected. You hot foot it back to Nicodemus, apologize, and ask for his help. Turn to **212**.

### 233

Denka lies dead, already dissolving into a puddle of purple goo. Desperately you search the pile of broken glass that was once your precious vials of smoke-oil. Thank Throff you find one that isn't broken and put it in your pack! (Regain 2 *LUCK* points.)

To search the Potions Room, turn to **222**. To return to the guardroom, turn to **129**.

### 234

To choose an apple, turn to **221**. To pick up some bread, turn to **204**. To choose some dried fish, turn to **186**. To pick up the dish of cheese, turn to **165**. To return to the refectory, turn to **460**.

### 235

If you are lucky, this item will take you back in time.

Roll two dice. If you roll a total of 2 or a 12 turn to **330**. If you roll a total of 6, 7 or 8, turn to **46**. If you roll a total of 5 or a 9, turn to **103**. If you roll a total of 3, 4, 10 or 11, turn to **466**.





*A person with the head of a catfish sitting at a table*



236

You fly over the portal and land on solid ground on the far side. You quickly move away from the pulsating purple pit, hurry down some steps and go through a door into another room. The fishy smell is even stronger in here and you find you are standing in water up to your knees. The strangest thing, though, is a person with the head of a catfish sitting at a table.

'Have you come to save me?' says the fish-thing. 'I've been trapped in here by that blasted demon portal outside. My name is Piscis Austrinus, but most call me the Fish with a Thousand Voices. Others just call me Fish Face, but we won't go into that. I speak all known languages... I speak them but I don't always understand them. Hmm. So forgive me if I sometimes seem to babble, dabble, double, apple, trouble. I work here in the temple translating ancient gnomes, sorry, tomes. Yes, tomes. Have you brought me a book from the library?'

If you have a book from the Library of Throff, turn to **269**. Otherwise, turn to **253.**

### 237

'Ah, yes, the adventurer,' says Fossick. 'A brave young fellow he was, from the Icefinger Mountains in the far north. Went by the name of Hikaz Mandeera. He came through here on his way to Trolltooth Pass, hoping to fight the demon plague. He said he knew how to find the Invisible City. Said he just needed to look for some magic items in some ancient burial grounds near Broken Goddess Fort. He was going to visit the mapmaker in Salamonis, Sandford Swann, to get the exact details. You should visit Swann yourself, if you pass through Salamonis. His shop's just off the North Road. So, what's it to be? Bed, or a nightcap first?'

To go straight to bed, turn to **220**. To have another mug of Skullbuster, turn to **268.**



### 238

If you are still wearing any magical boots, turn to **236**. Otherwise, turn to **251.**

### 239

You press on. There's nobody around, and all is quiet. At last you see somebody up ahead, walking towards you with three dogs on chains. As you get nearer, however, you see that there's something wrong with the dogs. They are slavering and straining against the chains, their eyes are dark and their fur is missing in places, showing bald patches covered with red sores. But worst of all are their huge swollen heads and snouts, far too big for their bodies. They have unnaturally large nostrils, gaping wide, big enough for you to fit your fist inside, and they're sniffing you with a noise like bellows.



The man in charge of these hideous dogs looks normal, however. He may be tired and thin and scared, his face grey with dark circles under his eyes, but he's no demon.

You look around. To your right, on the south side of the street, is a house whose door is slightly open. To your left is a row of steps leading downwards.

To go into the house, turn to **252**. To go down the steps, turn to **151**. To talk to the man, turn to **407.**

### 240

You steer the horse back to the road and gallop off in the direction of Salamonis. It's a long hard ride and the two of you are completely exhausted by the time you arrive, just as the sun is dipping in the sky.

Lose 2 *STAMINA* points and turn to **446.**



**241**

You pull the cork out of the bottle labelled 'Collywobbles' and a cloud of brown gas escapes. The Highwaymen start burping and farting and clutching their stomachs. They're weakened but still alive. (Deduct 3 *STAMINA* points from all of them.)

If all the Highwaymen have lost all their *STAMINA*, turn to **262**. If they still have some *STAMINA*, turn to **218.**



**242**

'So you've come to save us all, have you?' says the monkey. 'Thank Throff! It won't be easy, though. There is evil magic at work here and the whole place is full of monsters and demons that have got past our defences. You are not the first to come here trying to help. A freebooter called Sinna the Sly arrived a few days ago. What happened to him I don't know, but things have only got worse since he got here. You will need to explore the whole temple.



Its secrets are concealed. Its servants, like me, are hiding. Even the High Priestess herself. You will need to find her and three others. Search for the Holy Man, the Wooden Scribe and the Fish with a Thousand Voices. And hurry. With every moment the power of the Great Demoness, Ulrakaah, grows stronger. Now, I have said too much, she has eyes and ears everywhere. Go!'

To ask the monkey who exactly he is, turn to **256**. To go into the Temple Gardens, turn to **275.**



**243**

You ride on through the trees, ducking to avoid low-hanging branches. The horse is strong and fast and it's not long before you come to the edge of the woods. It's faster going in open country, but more exposed, and you spot several demons hunting in the fields.

The horse wants to go in one direction, along a path it's obviously taken many times before. To give the horse its head and let it go where it wants, turn to **4**. To take the reins and steer it in another direction, turn to **70.**



### 244

You summon magic from deep within your soul and point your khopesh at the advancing Demon Horde. Taking a deep breath, you yell the words 'Seed of Treachery!' and a blast of pure blue fire shoots out from your khopesh.

The blast hits the demons and they stop marching and stand befuddled, staring now at you, now at each other, and now at their queen. Ulrakaah snarls at them and screams, 'What's the matter with you? Fight! Kill the insignificant worm. You are legion and this warrior is only one...'

But instead of fighting you, the army turns on itself. Some demons even rush at Ulrakaah and try to attack her, but she swats them aside with one of her swords as if they were gnats. Soon all the demons are cutting and slashing and biting and clawing and piercing and hacking at each other in a bloody fury.

Reduce the *STAMINA* points of the Demon Horde by half.

To fight the horde, turn to **453**. To try more magic, if you have any, turn to **213.**

### 245

The guards march you and Brother Tobyn through town. Ahead you can see massive walls looming above the



streets, and behind them a heavy, solid building that rises up like some great dark mountain. Two towers pierce the sky, and from the taller of them a standard flaps in the wind, depicting a pirate ship and a dragon. This must be Lord Azzur's standard. You've heard tales of Varek Azzur, the ex-pirate who rules the city – nightmare tales – and you'd hoped to pass through Port Blacksand without having any dealings with him. But now you're being taken to his palace. Turn to **291.**

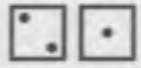


### 246

You hurl a vial of smoke-oil at the demon farmers. It smashes, releasing its gas, and half of them fall fuming to the ground. There isn't enough to cure all of them, but in the confusion, as the cured farmers get up and start to fight with the remaining demons, you are able to get away. Turn to **314.**

### 247

As you cross the bridge you look down to see that the street below is full of demons, reaching up towards you. If you want to turn back, turn to **181**. If you want to try to follow the cat out through the gates, turn to **260.**



248

The demon horses are tethered, so they're forced to obey you. You take the reins, crack the whip and yell at them to move. The carriage lurches forward and rolls through the crowd of demon citizens, crushing some of them under its wheels. You look back to see Liara, lying still on the ground. You have to hurry on, and there, up ahead, are the gates. Your path is clear. You crack the whip again and the carriage speeds up. Soon you are thundering through the darkness of the gatehouse beneath the city walls and the next moment you are out on to the open road.

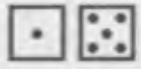
A group of demon farmers, armed with pitchforks, shovels, flails and scythes, tries to block your way but you are going too fast for them. You watch them get knocked aside and scattered. Up ahead you see the low hills that mark the entrance to Trolltooth Pass, which will ultimately lead you to the Plain of Bronze.

You shout at the horses to run faster and they do, sweat flying from their flanks, foam frothing at their mouths. The carriage rocks wildly from side to side and you hope that it won't be shaken to pieces.

On and on through the day the demon horses tirelessly gallop, and as night falls they show no signs of slowing down. You are clinging on to the reins for all you are worth, desperate not to be thrown off. Gradually, the hills become more rugged, and you start to see high peaks and crags, until the road is running between steep cliffs. The horses' hooves are striking sparks from stones in the road and their breath is fiery, and when morning comes you see that you are high in the hills. There is no stopping the horses. They thunder on through the next day as the pass begins to slope downwards. You check your map, trying to find where you might be exactly. Surely you must be getting close to Broken Goddess Fort.

At last, you see up ahead a huge statue of the Goddess Sindla standing atop the cliffs on the northern side of the pass. Half of its head and torso are missing along with its right arm. Next to it are some ramparts and a crumbling lookout tower. Below it are the remains of a fort beside the road, tangled with weeds and thorn bushes.

You haul on the reins but the horses won't slow down. If they don't stop you'll be dragged past the fort and on to the plains. You curse the beasts and yank the reins harder. To jump from the carriage, turn to **267**. To stay on and hope for the best, turn to **370**.



## 249

You carefully unwrap the object on the slab. It's a weapon, half sickle, half sword, made from a strange purple metal, studded with gold and blue jewels. It looks heavy, but when you lift it, it seems to have no weight at all and weird purple light flashes from its blade.

'It is Lord Azzur's khopesh,' the Mouth explains. 'Powerful against all monsters and demons. It will make your journey to the temple that much easier. And if you slay the rival sorcerer lord with it, it will drain his power and pass it back to Lord Azzur. He wishes you well. Just remember, until you reach the safety of Salamonis, trust no one, and tell no one of your task. Now go!'

The cracks in his face shine fiercely and his hands begin to glow. Before you know what's happening, he hurls two bolts of fire at you that sparkle and crackle as they fly through the air. Turn to **270.**



## 250

'The Gates of Death are buried in a cavern here beneath the temple,' says Ludo. 'This city serves to keep them



hidden and protected. The original way to the gates was blocked with rocks, but they say there is a secret tunnel somewhere in the temple. If you want to see the cavern, there is a viewing window at the end of that passageway.'

The Wooden Scribe points to the purple-lit corridor.

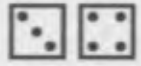
'But be careful,' he goes on. 'Ulrakaah's demons have laid traps all through the temple. I dare not go that way any more myself. Do you have any other questions? Only I will have to write down everything we have talked about...'

To ask about the book, turn to **183**. To ask about the High Priestess, turn to **219**. To go through the library door, turn to **192**. To walk into the purple-lit corridor, turn to **279.**



## 251

You're going to need luck to jump over such a wide gap. *Test your Luck.* If you are Lucky, turn to **236**. If you are Unlucky, turn to **342.**



252

You run into the house and slam the door shut. You have got away from the demon dogs. There are no lamps burning in here, but there's enough light coming through a half-shuttered window to show you part of the hallway you're hiding in. It appears to be full of piles of clothing heaped against the walls, with more on every step of the staircase leading to the upper floor. You walk towards the back of the building to see if there might be a back way out. As you go, you notice a movement, and one of the piles of clothing rises up. Before you know what's happening, all the clothing has come alive.

It's not discarded clothing at all. You have stumbled into a nest of sleeping demons. Quickly, they surround you, their claws and teeth glinting in the half-light. One of them chuckles and pulls the shutters fully closed, plunging the hallway into complete darkness.

'We will be kind to you,' he says, his voice wet and slithery. 'You will not see your death.'

The demons fall upon you, too many to fight in the dark. You have no idea where the front door is but you run.

*Test your Luck*. If you are Lucky, turn to **264**. If you are Unlucky, turn to **276**.





253

'If you want nothing more then you should go,' says Piscis. 'There is no time to lose. I am too old to go jumping about, and forgive me if I have said this before, I am very forgetful, but I have a pair of magical Flea Boots if you need them. Wear them and you, at least, should be able to easily get over the portal, even if I can't.'

(If you don't already have a pair of magical boots, put on the Flea Boots and add them to your Equipment List.)

You leave the wet room, climb the steps, leap over the portal without any trouble and go back into the Walkway of the Dawn. Turn to **214**.

**254**

The buildings are more ornate and better built than the ones in Port Blacksand, which looked like they'd just been piled on top of each other. It feels much safer here. The streets are clean and wide and lit by braziers. There is a tariff board outside the inn. 'Food – 1 Gold Piece. Bed – 1 Gold Piece'. Behind the inn, however, you find that there's a stable filled with mounds of soft, inviting straw. You count your Gold Pieces and weigh up where you might sleep. To stay the night at The Old Toad Inn, turn to **274**. To sleep in the stables, turn to **381**.



**255**

Denka has dealt you a fatal wound and she stands over you, mewing with delight. With the last of your strength, you search for something that will take you back in time. If you have anything you may use it, but you will lose everything you've collected in the temple.

To use a bottle of Nostalgia or a compass, turn to **363**. If you have neither, turn to **469**.





**256**

'I am Grecko the Temple Keeper,' says the monkey. 'The High Priestess turned me into a monkey to keep me safe from the demons. They are taking over. Their purple portals are everywhere... Here, have a banana.'

You take the banana and eat it. (Add 2 to your *STAMINA* score).

To carry on to the Temple Gardens, turn to **275**. To tell the monkey who you are, turn to **242**.





*'I am Ludo Hyperion,' says the wooden creature*



257

'I am Ludo Hyperion,' says the wooden creature. 'Also known as the Wooden Scribe. I am over a thousand years old. I was originally a dryad, a tree creature, but I have been much repaired and much replaced over the years so that there is very little of the original wood left. Alas, I cannot leave my study as it is my job to write down in these ledgers everything that happens. So now I must note down that you have come into the room and I am talking to you, and I am writing about it... Everything, everything, everything. I mustn't miss a single moment. It is never-ending. I shall be writing this account until time stops. But that's enough about me. You have come to ask about the books, I expect. I suppose you know you will never find out to how to enter the Gates of Death and confront Queen Ulrakaah unless you consult the correct book from our library... I'd better just write that down...'

To ask about the book, turn to **183**. To ask about the High Priestess, turn to **219**. To ask about the Gates of Death, turn to **250**. To go through the library door, turn to **192**. To walk into the purple-lit corridor, turn to **279**.

### 258

Once again you slide your hand into the dark hole. Immediately you feel tentacles wrap around it. The thiever is angry and desperately trying to protect its hoard. You push your hand in harder, trying to get past it, and once again you find something hidden there.

You pull out a potion bottle labelled 'Pretty as a Picture'. (Add the potion to your Adventure Sheet.)

You're sure there's more inside the hole. Will you risk a third attempt?

To go back to the stable, turn to **401**. To go into the inn, turn to **361**. To put your hand back into the hole, turn to **5**.

### 259

Your khopesh is powerful and heavy with enchantment, it wounds Ulrakaah and she seems to shrivel slightly as blood squirts out of her wounded ankle. You run in to stab her again as she slashes one of her huge swords through the air towards your head.

*Test your Luck*. If you are Lucky, turn to **292**. If you are Unlucky, turn to **60**.



### 260

You run to the gates and in your hurry to escape you knock against the one that's hanging loose. There's the sound of breaking metal and it looks as if the gate is going to fall off its hinges and crush you. To jump off the bridge, turn to **330**. To stay on the bridge, turn to **286**.

### 261

You don't make it past the demon farmers before they overwhelm you. Now they pick you up and carry you back into Salamonis, eager to show off their captive. The demons in the city howl and caper and laugh in triumph as you are dumped next to Lady Webspinn's carriage at the feet of the demon king. You are just able to struggle to your feet and find that the soldiers are fighting a desperate last stand.

To climb up on to the carriage, turn to **177**. To join the soldiers in their fight against the Demon Horde, turn to **207**.

### 262

The Highwaymen can't threaten you any more. Working quickly, you loot their possessions.

Add the following items to your Equipment List – one jar of healing ointment, one hard sausage – and one sneaky sword to your Weapons List – and then turn to **11**.

### 263

'The door shaped like a book leads to the Great Library of Throff,' says the bald girl. 'There is a book in the library that can tell you how to pass through the Gates of Death and enter Ulrakaah's realm, but you can't possibly get in there as the way is blocked by a demon. Don't even try. Now, I beg you, give me all your smoke-oil, please. We are running out of time.'

To ask about the High Priestess, turn to **283**. To give her all your smoke-oil, turn to **450**. To return to the guardroom, turn to **129**.

### 264

You dart forwards in the darkness, hands stretched out in front of you, pushing demons aside as you go, and... Thank Throff! Your fingers close on the doorknob. You twist it, pull the door open and burst out into glorious daylight.

To run down the steps on the opposite side of the road, turn to **151**. To talk to the man with the demon dogs, turn to **407**.

### 265

You buy a pie (deduct 1 Gold Piece) and, despite finding what looks like a finger in it, you scoff it down. It's surprisingly tasty. Add 3 *STAMINA* points and turn to **232**.



### 266

The Lamassu circles and swoops down towards the red rock. Above you, the flock of demon birds is moving in for the kill, shrieking and squawking. The Lamassu lands on the rock and, as soon as you have dismounted, it immediately flaps its wings and launches itself off the edge of the summit to take on the flying demons and protect you. You watch as it pulls away, drawing the demon birds after it. Soon you are alone on the rock. Turn to **427**.

### 267

You leap from the driver's seat and land painfully in a bush. (Lose 1 *STAMINA* point.)

You watch as the carriage careers on until a wheel strikes a rock and sheers off. The carriage tips over and smashes into a hundred pieces against the cliff wall. Still the crazed horses gallop on, and you hear the sound of their hooves disappearing down the road.

You have made it to Broken Goddess Fort. The walls have collapsed in places, and many of the stones have tumbled down from the once solid buildings. To explore the surrounding area, turn to **282**. To go into the fort, turn to **390**.



### 268

To drink one mug of Skullbuster is reckless, to drink two is insane. Your head spins and spins and spins and then feels like it's spinning right off your shoulders and into space. You collapse to the floor and the last thing you hear is Blossom asking you if you're all right.

No, you are not all right.

Your adventure is over.



### 269

You pass Piscis your book and he studies it.

'Ah, yes,' he says. '*Hither Chaos Angel Died*. Marvellous book, marvellous, barbarous, bibulous, bibliophile. You



found it. Very clever. To protect our library we disguised every book using magic, and gave them all the same title. We hoped it would fool our enemies and stop them from stealing our knowledge. Do you want to know what this book is really called? Hmm. I'll translate it for you...'

Piscis mutters some words over the book and sprinkles some drops of silver liquid on it. When he hands it back to you the title has changed. You see that it is really called *The Book of the Dead*.

'This was written after the traitor Ulrakaah turned against us,' says Piscis. 'It contains much useful knowledge, if you know where to cook, sorry, look. I have used my skills on it and you should be able to easily read it now. But you do not have time to read the whole thing. It's over a thousand pages long...'

To ask Piscis which part of the book you should read, turn to **281**. To leave the wet room, turn to **253**.

### 270

The bolts strike you and it's as if your body has been blasted into a million pieces. You feel yourself flying out of the palace and over the town. And, the next thing you know, you reform and find yourself outside the city walls. Turn to **100**.



## 271

You ready yourself to attack the guards, but, with a foul curse, the captain swings his sword at you. You duck just in time and the blade sinks into poor Brother Tobyn, striking him dead. You now have a captain and four angry guards to deal with.

You are no match for the heavily armed and heavily armoured guards. Justice in Port Blacksand may not be fair, but it is swift and brutal.

Before it has really begun, your adventure is over.



## 272

You walk over to the wooden platform.

'That is Pangara's Funeral Bier,' says the King of the Imps. 'It cannot be harmed by fire and has the power to carry you to any place of the dead... If you know its secrets.'



You look at the cloth covering the body lying on the bier. There are pictures stitched into it. You can see what looks like the image of a city, made to look as if it's glowing with a blue light. Nearby are three mountains, with a man standing on the peak of one wearing what look like goggles. There's a gold thread running from him to the city and above him is what looks like a bronze-coloured star.

'We made the pall ourselves,' says the King, 'and showed everything the adventurer had told us about. He wanted to go to the Invisible City – so now he can. We will burn him, together with all the things he'll need for his journey into the next world.'

You look at the objects. The goggles are made of leather and brass with smoked glass lenses. There's also a rolled-up map, a bronze star about the size of a dinner plate, a pair of stout boots, a walking staff, a drinking canteen and a bronze compass.

To explain your quest to the King of the Imps and ask him if you can take some of the items, turn to **300**. To kill him and simply take all the items, choose a weapon and turn to **287.**

### 273

You are in the temple kitchens. There's a huge fireplace with grilling racks and hooks for cauldrons. Shelves of pots and pans line the walls and there's a great chopping block in the middle of the room with a meat cleaver embedded in it. At the end opposite the door, there are stacks of crates and baskets filled with food. (If you want to take the cleaver, add it to your Weapons List.)

The food looks like it has been here for some time and most of it is mouldy or rotten. You are hungry, though, and search among it for something to eat. You find some apples, some stale bread, some dried fish and some stinky, rancid cheese on a metal dish, crawling with maggots.

To examine the food more closely, turn to **234**. To return to the refectory, turn to **460**.



### 274

The inn is warm and the landlord welcoming. If you want to eat, turn to **294**. If you want to go straight to bed, turn to **361**.



### 275

You are in the Temple Gardens, which are planted with healing herbs and sweet-scented flowers. There's a fishpond in the middle with a fountain depicting Hydana, the God of the Oceans, spouting water from his mouth. You follow a gravel pathway over to a flight of steps leading to the main temple building, its silver dome towering above you. You climb the steps, pass between some pillars and come to a walkway where you see gold letters inlaid into the marble floor – The Aisle Of Guardians. Turn to **288**.

### 276

You dart forwards in the darkness, hands stretched out in front of you, pushing demons aside as you go, and run straight into a wall. You fall over on to your behind, stunned. Demons close in all around you, sniggering and hissing, and you pray that this will be over quickly.

You realize that this is the future of Allansia, of Titan itself. It will become a world of demons. You have a last chance to save yourself, though. If you have a compass, turn to **289**. If you have a bottle of Nostalgia perfume, turn to **302**. If you have neither of these things...

Your adventure is over.



### 277

The demons are climbing over each other to get to you in a churning mass of corrupted flesh. You slash your khopesh towards them and shout the words, 'Seed of Change!' A green flame blasts from the tip of the blade and a ripple passes through the horde, changing the demons as it goes. They are transforming back into harmless birds and beasts, some have even changed into fish and are flopping about on the ground, but not all...

Reduce the *STAMINA* points of the Demon Horde by half and reduce their *SKILL* points by half.

To fight the horde, turn to **453**. To try more magic, if you have any, turn to **213**.

### 278

You slowly slide your hand into the hole – deeper, deeper, deeper ... until you touch something warm... Skin.

You have touched the Hay Thiever. It jerks away from you and you feel its finger-like tentacles probing your hand. It gives you a gummy wet bite, but you ignore it and push the creature aside. And now you feel something else. You were right. The hole is filled with things the creature has taken. The tables are turned now. You are thieving from the Hay Thiever. You manage to get hold



of something and pull it out of the hole.

It's a purse. You open it. It's full of money. (Add 5 Gold Pieces to your Adventure Sheet.)

To go back to the stable, turn to **401**. To go into the inn, turn to **361**. To put your hand back into the hole, turn to **258**.



### 279

You are in a long, narrow passageway, lined with more bookshelves. At one end is the door to the Wooden Scribe's study, at the other is a window through which purple light is entering. More purple light is coming from under a slatted doorway halfway along the passage. Opposite the doorway are some steps leading downwards.

To look through the window, turn to **303**. To go down the steps, turn to **385**. To go through the slatted doorway, turn to **443**. To return to the study, turn to **110**.

### 280

The Lamassu glides down towards the sandy-coloured rock, but before you can get there the demon birds attack and tear at its wings. You just have time to jump off before the poor creature crashes into the side of the rock column and then falls lifelessly to the bottom, the birds spiralling down after it. You search the top of the rock. There is nothing to see here, nothing to eat or drink ... and no way down. Turn to **437.**

### 281

'I can translate books, but I rarely read them,' says Piscis. 'I'm afraid I don't know which part of the book will help you. You need to find Sinna the Sly, a freebooter who came here recently. He knew which page you need to read, but could never find the right book. Whereas you have found the book but don't know the page! That would be quite funny if the whole world wasn't about to end.'

Turn to **253.**

### 282

You go over to the shattered carriage and find poor Lady Webspinn's body where it has been thrown into the road. You bury her beneath some rocks and then remember that she travelled with a basket of food. You search for it and find it under one of the carriage seats. You open the



basket and find a meal of ham, some bread and cheese.

To eat a meal, add up to 4 *STAMINA* points. Alternatively, if you want to save it for later, add 1 meal to your Provisions.

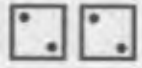
To explore the road further, turn to **307**. To go into the fort, turn to **390.**



### 283

'The High Priestess is hiding somewhere in the temple,' says Denka, her eyes glowing with excitement. 'I know not where, as I am trapped in here. Every time I try to get out, a demon appears from the fireplace in the guardroom and stops me. So I am your only hope. I never thought the High Priestess would turn out to be such a coward. You must quickly give me your smoke-oil. Quickly, quickly, quickly!'

To give Denka all your smoke-oil, turn to **450**. To ask her what's behind the door carved to look like a book, turn to **263**. To return to the guardroom, turn to **129.**



**284**

Swann rummages around below his counter and lifts up a carved wooden box inlaid with mother-of-pearl. It has a simple-looking lock on it.

'If you want it,' says Swann. 'I can let you have it for 10 Gold Pieces.'

To buy it, pay 10 Gold Pieces and turn to **464**. Otherwise, turn to **364.**

**285**

'The black khopesh is one of only two weapons that can defeat the Queen of Demons, Ulrakaah, who lurks on the other side of the Gates,' whispers Sinna, his voice growing feeble. 'I thought to kill her and steal her treasures... I had done everything I needed to do. I had even washed my blade in a potion that would return Ulrakaah to her normal beautiful form ... but I couldn't get to her, and now my blade is embedded in the gates. Perhaps, if you could get through them, you could grab the khopesh from the other side and use it. But you will need to find the book first if you want to get that far...'

To ask Sinna about the book, turn to **331**. To return to the refectory, turn to **460**. To try the rings in the Gates of Death, turn to **356.**



**286**

The gate swings round and crushes you against the wall of the gatehouse.

Your adventure is over.



**287**

Quick as a flash, you strike the King dead and then turn on the other four imps. Blades clash against blades and sparks fly as they defend themselves. The next thing you know, there's a great WHOOMPH! and the liquid in the basin is burning fiercely. A spark must have ignited it. Turn to **62.**





### 288

The Aisle of Guardians runs east to west. With the Temple Gardens at the east entrance and the Temple of Throff at the west end. There are statues all along its length, depicting previous priests and priestesses, the oldest ones closest to the gardens. As you walk down the aisle you see an empty pedestal. One of the statues is missing. There are two chambers off the aisle, one on the north side, one on the south. The one on the north side smells of rotting meat.

To explore it further, turn to **301**. The second chamber has a faint purple glow coming from inside it. To explore this south chamber, turn to **319**. To go the main temple, turn to **387.**



### 289

You fumble for your compass and pull it out of your pocket. As you clutch it tightly you feel it shaking as the pointer spins round and round, and now you feel the whole world spinning with it – the compass is taking you back in time and space.

Turn to **466.**



### 290

'Oh, you've chosen well,' says Fossick. 'Some of those items can be used right now if you like. Let me tell you what they do.' And so the Dwarf does just that.

The jewelled warhammer is a powerful weapon against demons. The Deathstone will drain your enemy's *STAMINA* by 5 points, but it will only work three times. The Horn of Plenty will restore your *STAMINA* to its Initial level; you can use it any time, but only once. If you ever lose a fight, the Harp of Healing will restore 8 *STAMINA* points to you, but only once. For as long as you wear the Hero's Medallion it will raise your *SKILL* score by 2 points.

'The medallion was given to me by a young adventurer who passed this way, to pay me for food and a bed,' explains Fossick. 'And talking of beds, you look tired. You should stay the night and rest, but first, why not share another mug of Skullbuster with me, to celebrate?'

To ask about the adventurer, turn to **237**. To go straight to bed, turn to **220**. To have another mug of Skullbuster, turn to **268.**





291

You and Brother Tobyn walk miserably along Palace Street, a guard on either side of you, the captain in front and the Ogre plodding along behind.

'Azzur don't like outsiders,' says the captain. 'Azzur don't like Guardians. Azzur don't like short people... Azzur don't like anyone.' He laughs. 'What d'you s'pose he'll do with them, Borgor?'

'Boil 'em in Troll's wee,' says the Ogre.

'Make 'em eat their own feet,' says another guard.

'Use their guts to make strings for his musicians and then play a merry jig as he feeds them to his pigs,' says the last guard.

The guards are still chuckling and suggesting ever more horrible punishments when you arrive at the immense iron gates in the wall of Lord Azzur's palace. They creak open and you pass into the shadows on the other side. There are formal gardens here and a carriageway leading to Lord Azzur's palace, but the guards don't take you up the wide stone steps to the main entrance; instead they take you round to a side door and then down a winding staircase lit by flaming torches.

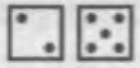
'If I could only speak to Lord Azzur,' says Brother Tobyn. 'We are here to help the people of Allansia. I bring smoke-oil to cure the plague. We are on a mission to reach the High Priestess at the temple of healing...'

'Is that right?' says the captain. 'I'll be sure to tell my master, he'll be absolutely fascinated, but in the meantime you can make yourselves comfortable in here...'

So saying, he takes your backpack and pushes you and Brother Tobyn into a dungeon, before slamming the door shut behind you.

Until you get your pack back, none of the items on your list that you have collected so far are available to you – including the smoke-oil.

You have been put into a large cell. The only light comes in through a barred window in an iron-studded door, creating a small pool around you and Brother Tobyn. In the gloom nearby you can see a pile of human bones and skulls. You can hear scuttling in the darkness, low moans and the drip, drip, drip of water. You take a step outside the circle of light and pause. Part of you wants to explore the rest of the dungeon to see who, or what, you are sharing the space with, but a larger part of you





*The demon plague has made her look like some immense, leathery*



tells you to stay with Brother Tobyn and not risk finding out what hides in the darkness.

If you want to explore the cell, turn to **311**. If you want to stay put and protect Brother Tobyn, turn to **332.**

**292**

You dodge her blow and stab her again with your khopesh, inflicting another wound. You are now drenched in her blood which is thick and sticky and black, and the more she loses, the more she seems to shrivel and shrink. She still has some of her strength left, however, and as you go in for another strike she brings both swords whistling down towards you. *Test your Luck* again. If you are Lucky, turn to **349**. If you are Unlucky, turn to **60.**

**293**

Steeling yourself, you jump down into the cellar. As you land, something moves in the shadows and there's a hissing, wheezing sound. You grab the lamp and hold it up.

There stands Blossom. She's half your height, but the demon plague has made her look like some immense, leathery toad. Her lips are thick and swollen, her eyes are dark, and claws extend from her fingers and toes. Wild, tangled red hair sticks straight out from her head in all directions. She smiles at you, showing a row of needle-like

teeth, and burps. The smell is awful in this cramped space.

It looks like she's been eating a pig. There's a pile of bones at her feet. She picks up its jawbone, the muscles standing out along her powerful-looking arms, and advances slowly, shaking her head from side to side.

To fight BLOSSOM, turn to **334**. To use a vial of smoke-oil, turn to **438**. To try a magic potion, if you have any, turn to **313**. To ask Fossick to pull you up out of here, turn to **357.**



**294**

You settle down at a table and soon the landlord brings you a bowl of thick broth and some bread. (Deduct 1 Gold Piece and add 3 *STAMINA* points.)

You notice three people sat at the next table. They are keeping themselves to themselves, and have green hoods shading their faces. You look closer. Are they people at all? One turns to you, as if reading your thoughts, and you see that she is a half-elf. You know that many of her kind, who are half human and half elf, live in the Great Forest of Yore, but you still wouldn't expect to see one here in Silverton.



'You're wondering what we're doing here, aren't you?' she says, again seeming to read your thoughts. 'Our kind are affected by this demon plague just as badly as yours. The forests have become unsafe. I recognize your clothes. You're an acolyte from the Crucible Isles, aren't you? Have you come to help us?'

To tell the half-elf of your mission, turn to **340**. If you want to lie and say you are just a weary traveller, turn to **320.**

**295**

You are in a long hall running roughly east to west, with wooden walls and a high ceiling. It is full of bunk beds. This must be the dormitory where the priests and the acolytes and the temple workers sleep. The walls are covered with paintings of Glantanka, the Sun Goddess, and there are three doors here: the heavy iron door leading to the Walkway of the Dawn, another at the eastern end of the dormitory with a sun symbol on it, and a third in the same wall as the one leading to the Walkway of the Dawn with a symbol of wheat on it.

To go through the door with the sun symbol, turn to **308**. To take the door with the wheat symbol, turn to **460**. To go through the heavy iron door to the Walkway of the Dawn, turn to **214.**



### 296

True to their word, the five Highwaymen strip you of all your belongings and most of your clothes. They drop the things they don't want in the road and then walk off back to their hideout, chuckling and dividing their loot as they go. Your chances of getting to the Invisible City seem pretty slim now. To add to your misery it starts to rain. You trudge on. Then there's a shout from behind you.

'Hoi!' the gang leader calls out. 'You must think we're a right bunch of rotters. We forgot to give you your special gift. Here you go...'

You watch as one of them notches an arrow to his bow and fires it at you. The arrow hits you in the chest and you fall to the ground. As the light from the sun seems to dim, your hand closes on something lying in the road.

If you have the brass compass, turn to **346**. If you have a bottle of 'Nostalgia', turn to **442**. If you have neither, turn to **421.**

### 297

The Lamassu alights gently on top of the grey rock. You stay on its back, looking all around, but can see no signs of any city.



'It is not safe here,' says the Lamassu, who is keeping an eye on the circling demon birds. 'You should go back and try to learn more.'

To dismount and let the Lamassu fight the birds, turn to **310**. To take off from the summit and fly back to Salamonis for more information, turn to **323.**



### 298

Ahead of you, you can see a beautiful mansion with well-kept gardens. There is a statue of Hamaskis, God of Learning, standing on the lawn, holding an open book. You hurry towards the mansion, but when you get there you find the front gate locked. You climb up on to one of the gateposts and then grab the low-hanging branch of a pear tree growing in the garden and climb into it. You are able to get to the statue from the tree and lower yourself down on to it. It begins to teeter, however, and then falls over, spilling you on to the lawn.

If you have a trowel, turn to **318**. If not then turn to **338.**

### 299

You are in a room full of different coloured potions, jars, oils, powders and liquids, as well as an array of magical and scientific apparatus, including a bronze crucible.

'Welcome to the Potions Room,' says a young, bald girl, dressed in orange temple robes, and she bows to you. 'My name is Denka Mansell. I am apprentice to the High Priestess and help her create all her magic potions here. I know who you are. We have been waiting for you. Have you brought the smoke-oil? Give me all of what you have so I can get to work. The quicker we can make more of it and cure the demon curse, the better. We don't need the High Priestess, she has deserted us and let us all down.'

To ask about the High Priestess, turn to **283**. To give Denka all your smoke-oil, if you still have some, turn to **450**. To ask Denka what's behind the door that looks like a giant book, turn to **263**. To return to the guardroom, turn to **129**.

### 300

'Hikaz the adventurer must have his belongings with him,' says the King. 'Or he will become lost on the other side. But your quest is the same as his was, and you have rid us of the Demon Gravedigger, so I think he would want you to have something. I can let you take three



items and you can borrow the bier itself. I have no idea which items you might need, so it is your choice...'

If you want to simply kill the King and take all the items, choose a weapon and turn to **287**. Otherwise, choose three of the following items – the bier goggles, the map, the bronze star, the boots, the staff, the canteen, the bronze compass – and turn to **312**.



### 301

Inside the first chamber you find a group of dead temple guards, wearing bronze armour and dark blue cloaks. It looks as if they've been poisoned. Their faces are purple and bloated. Each one clutches a temple guard's axe in his dead hands – no defence against poison. (If you want to add a Temple Guard's Axe to your Weapons List, then do so.)

To explore the south chamber, turn to **319**. To leave the chamber and walk down the aisle to the main temple, turn to **387**.

### 302

You fumble in your pack for anything that might help you and your fingers close on the bottle of Nostalgia perfume. You pull it out and take out the cork with your teeth. The smell of pears wafts out. You hear a voice say, 'Mmm, nice smell. What is it?' and the next moment you feel yourself being pulled out of time and space. The perfume is taking you back to an earlier point in your adventure. Turn to **466.**



### 303

You walk up to the window. It is made of very thick glass and sits in an iron frame overlooking a huge cavern. You look down to see several purple portals in the rock floor from which gas is rising and making it hard to see anything else. But you think you can just make out the shapes of two massive gates on the far side. You can't get to the cave from here, so you have to go back. Turn to **279.**

### 304

'That box has gone for good,' says Swann. Turn to **364.**



### 305

Ignored by the customers of the pie shop, who are busy stuffing their faces, one of the thieves keeps watch over you and Brother Tobyn while the other hurries off. The smell of the pies is torture, but you know you're not going to get a meal any time soon, and, before you know it, the second thief comes back in. He's brought with him the Captain of the Guard you saw earlier.

'Well, well, well,' says the captain, tossing a coin to the grinning thief. 'What have we here? I think you two had better come with us.'

The thieves remove the magic potion jars from your pack while the guards grab you. One of them appears to be an Ogre, twice the height of the others – and twice as stupid looking.

Remove the potions from your Adventure Sheet and turn to **291.**

### 306

It takes no time to get to the burial grounds. You see grave markers and mausoleums on either side of the track and then, ahead of you, you see a circle of mighty stones, black against the starry sky. There are coloured lights blazing inside the circle and a pillar of coloured smoke rises up to the heavens. Turn to **137.**

### 307

You walk a little way along the road and hear a whizzing sound. You look up to see a group of Goblin archers on top of the cliffs on the southern side of the pass, firing arrows down at you. You spot a cave beneath them. To run back to the fort, turn to **321**. To shelter in the cave, turn to **335**.



### 308

You push open the door with the symbol of the sun on it and walk through into a stone-walled corridor with prayer cells on either side. You walk along, checking each cell. They all appear to be empty, but then, as you step into the last one, you find a hideous creature squatting there. It has no body, only a giant head, with arms and legs sticking out of it. It has five black eyes, a wide mouth with broken teeth and a snout like a pig.

To run back to the dormitory, turn to **295**. To fight the hideous creature, choose a weapon and turn to **368**.



### 309

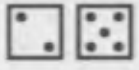
You set off running through the tall grass at the side of the road, and then jump over a fence into a cornfield. You hear a whizzing noise and turn to see that one of the Highwaymen has fired an arrow after you.

*Test your Luck*. If you are Lucky, turn to **396**. If you are Unlucky, turn to **339**.



### 310

You slip off the Lamassu's back and watch as it takes off and flies up towards the demon birds. A terrible battle ensues and you can do nothing to help as the poor creature spirals down to the ground, mobbed by pecking, scratching birds. You look around the summit. There is nothing to see here on the grey rock, not even a way down. Turn to **437**.



## 311

Carefully, your heart seemingly stuck in your throat, you venture deeper into the darkness. Shuffling forward, your arms stretched out in front of you, your fingers probe the gloom. Further, further... Nothing. The cell is much bigger than you imagined. You grow bolder and move faster, all the while expecting your fingers to touch cold, damp, stone. And now you hear a voice, whispering in the darkness.

'Come here. I want to help you...'

If you want to go towards the voice, turn to **352**. If you want to hurry back to Brother Tobyn, turn to **332.**



## 312

If you have chosen the boots, you discover that they are bronze-clad swift boots. If you don't already have a pair of swift boots, put them on. If you chose the



canteen, whenever you want to drink from it, add 3 *STAMINA* points and then remove it from your list. If you have chosen the walking staff, add 1 *SKILL* point. Unfortunately, the map is exactly the same as the picture stitched into the pall. Turn to **326.**



## 313

If you have a potion, you may use it. To use 'Thick as Thieves', turn to **386**. To use 'Pretty as a Picture', turn to **399**. To use 'Dragon's Breath', turn to **414**. To try 'Collywobbles', turn to **426**. Or, to try some 'Nostalgia' perfume, turn to **374**. If you have no more potions or do not want to use up any more of your stock, then you will have to fight Blossom – turn to **334.**




*A bald, seven-foot-tall brute*



314

You sprint away across the fields next to the road, several of the demons coming after you. You sprint faster, but as you get into the next field you run into even more demons. Then, suddenly there's a great roar as some huge creature charges out from a stand of trees and knocks the demons flat.

You stop running. A bald, seven-foot-tall brute with purple and orange skin is laying into the demons with a huge golden blade that has the words 'DEATH TO DEMONS' written on it in what looks like blood. He makes short work of the mob and howls in triumph, wiping his hands on his pink armour.

He sees you looking at him and bows.

'I am Monstroso the Blood Feaster, and I am here to fight,' he says, his voice slurred by a single tusk sticking out of one side of his mouth. 'What are your orders, General? Monstroso need orders. Monstroso not think for himself. Monstroso need fight. Monstroso need kill. Monstroso kill demons. Monstroso HATE demons...'

To tell Monstroso you are trying to get to Broken Goddess Fort, turn to **341**. To thank him for rescuing you and hurry back to the road, turn to **329**.

315

You point your khopesh at the advancing Demon Horde and yell the words, 'Seed of Destruction!' and a swarm of flies buzzes from the tip of the blade and streams across the cavern before tearing into the demons, biting and stinging. More and more flies shoot out and the demons are soon covered with them. They stagger about, flailing, falling, choking as the flies suffocate them and they become a horrible, writhing black mass.

Reduce the *STAMINA* points of the Demon Horde by half.

To fight the horde, turn to **453**. To try more magic, if you have any, turn to **213.**



316

You catch the iron before it can hit you in the head and run out of the door.

Add the fire iron to your Weapons List and turn to **350.**

317

The demons are advancing ever closer up the steps.



Opposite them is an archway leading to an alley. There is no sign of any demons in that direction.

To leap down the steps and take on the demon citizens of Salamonis, turn to **330**. To go through the archway, turn to **343.**

318

You can hear someone – or something – moving about in the house, so you quickly grab the trowel from your pack and desperately start to dig in the soft earth exposed by the fallen statue.

Soon you feel the blade knock against something solid and scrabble in the mud with your fingers before pulling up a small box. You open it to find 25 Gold Pieces. Not exactly a fortune, but enough to buy what you need.

Add the 25 Gold Pieces to your Adventure Sheet and turn to **338.**

319

You walk into the chamber and almost fall headfirst into a glowing purple demon portal in the floor. To try to jump over the portal, turn to **342**. To explore the north chamber, turn to **301**. To leave the chamber and walk down the aisle to the main temple, turn to **387**.



**320**

You stand up, yawn and stretch out your arms, letting everyone know you're ready for bed. If you want to sleep here, turn to **361**. If you want to try the stable instead, turn to **381**.



**321**

As you run back towards the fort, arrows clatter down all around you. You feel a sting in your shoulder and see that one has hit you, although the leather strap of your pack has stopped it from penetrating too deeply. You reach the safety of the fortified walls and crouch down to pull the arrow out.

If you have any healing ointment you can use it now and lose no *STAMINA* points, otherwise you will lose 3 *STAMINA* points. Turn to **390**.



**322**

A building is in flames. It looks like a group of citizens has been trying to put the fire out using flasks of magic firewater, but they are all lying dead in the road. You spot an unused flask of firewater, if you want to, you can pick it up and add it your Equipment List. You are about to explore further when crazed demons rush at you from all sides, screaming. You turn around and run all the way back to Titan Square, leaving them behind. Turn to **149**.

**323**

The Lamassu turns and heads back towards Salamonis. As you travel, though, you feel that the mighty beast is losing strength and flying slower.

'Those demon swine hurt me worse than I thought,' it says, it's voice croaky. 'I'm not sure how much further I can go with you on my back.'

To look for a place to land nearby, turn to **336**. To urge the Lamassu to press on all the way to Salamonis, turn to **354**.

**324**

If you have a frog in your pocket, turn to **304**. Otherwise turn to **284**.

## 325

You search the thieves and find ... three jars of healing ointment, a thieves' skeleton key and 5 Gold Pieces. You may also take one of the thieves' cudgels if you want.

If you want to buy a pie, turn to **265**. If not, turn to **232**.

## 326

You help the Imps lift Hikaz's body off the bier and lay him gently on the metal plate. Now you wheel the bier away until it is safely out of reach of any flames.

'Three of my Imps will go with you on the bier,' says the King. 'They can take you to the Plain of Bronze and then return here. Meet Oli, Uli and Eli.'

He snaps his fingers and three Imps step forward, salute their King and clamber up on to the bier.

'Look for three mountains standing close to each other,' the King shouts and the Imps nod and chatter in a language you don't understand. To your ears it sounds like parrots laughing.

You get on behind them and see that they're fiddling with some knobs and levers built into the top of the bier. Presently the structure begins to judder and then rise slightly into the air. You grip hold of the sides as the bier wobbles higher. Oli, Uli and Eli are getting very excited and talking even faster as their fingers dart over the controls. Then there's a lurch and you shoot up out of the top of the stone circle. In a moment the bier is flying through the night sky while the three Imps shriek and laugh. One of them, you think it might be Oli, sticks out his tongue and it flaps in the wind.

You watch the stone circle growing smaller and smaller and then you are flying fast across the countryside. Trolltooth Pass is right below you. You follow its route through the Moonstone Hills and as the sun comes up you see that you are flying over endless, featureless steppes. These must be the Flatlands, home to nomadic barbarians. The bier flies on, ever higher and faster as the Imps adjust the controls. Now you see a vast lake away to the east and the land below gets drier and browner as, at last, the vast Plain of Bronze opens out below you.

The Plain is desolate and dry, covered with dark red sand and ash embedded with glinting lumps of bronze in all shapes and sizes. Here and there are the ruins of ancient settlements that are slowly being swallowed up by the sand. The sun is at its highest by the time you spot the three peaks, which look more like tall pillars of rock than mountains. You head towards them and then circle around them for a



while, but can see no signs of any city. The three peaks are all slightly different colours. One is reddish brown, one is a sandy colour and the third one is ash grey. The top of each rock is only about the size of the roof of a house.

You remember the pictures on the pall. If you have the adventurer's bronze star, turn to **348**. Otherwise choose which pillar of rock you want to land the bier on. To land on the red one, turn to **362**. To land on the sandy one, turn to **375**. To land on the grey one, turn to **388.**

**327**

It takes nearly all night for you to reach the burial grounds, and you are exhausted by the time you get there. (Lose 1 *STAMINA* point.)

You eventually see some grave markers and mausoleums on either side of the track and finally, ahead of you, you see a circle of mighty stones, black against the starry sky. There are coloured lights blazing inside the circle and a pillar of coloured smoke rises up to the heavens. Turn to **137.**

**328**

Bad choice. The bolt strikes you and your body is blasted into a million pieces.

Your adventure is over.



**329**

You manage to get past the demon farmers and hurry on down the road towards Trolltooth Pass, running as fast as the swift silver boots will carry you. You're just thinking you are out of danger when you hear a thundering sound behind you and throw yourself to the side of the road, narrowly avoiding being run down by Lady Webspinn's driverless carriage. As it rattles past you, you see that it's being drawn by four demon horses.

You dust yourself down and run after it. Soon you see the low hills that mark the entrance to Trolltooth Pass, which will lead you to the Plain of Bronze. You hardly tire at all, and as night falls you are still running. At some point you fall asleep, but still the boots keep on running. When you wake the next morning you find that you are deep in Trolltooth Pass, with high cliffs on either side of you and still running.

You are growing weary, however, and feel your strength dimming. (Lose 1 *STAMINA* point.) You slow down and tramp on, hardly noticing your surroundings, and as the sun starts to dip in the sky you at last see a huge statue of the Goddess Sindla standing atop the cliffs on the northern side of the pass. Part of its head and torso are missing along with its right arm. Next to it are some ramparts and a crumbling lookout tower. Below it, by the side of the



road, are the remains of a lower fort, tangled with weeds and thorn bushes.

You have made it to Broken Goddess Fort. As you get closer you see the wreck of Lady Webspinn's carriage that must have crashed into the cliffs. You sit down, exhausted. Your boots are in tatters from running so far, and you take them off and throw them away (remove them from your Equipment List). To explore the surrounding area, turn to **282**. To go into the fort, turn to **390**.

### 330

You feel yourself falling and then you land with a thump. Once you've regained your senses you see that you're surrounded by the demon citizens of Salamonis. These who were once bankers, bakers, butchers, builders, merchants, washerwomen, fine lords and ladies are now monstrous things from a nightmare... You close your eyes, not wanting to see the claws and teeth, the carving knives and mallets and clubs that are coming down towards your head.

Your adventure is over.

### 331

'I learnt about the book from an adventurer who I ... had an argument with,' says Sinna. 'He lost the argument. It is called *The Book of the Dead*. It's here in the Great



Library of Throff somewhere and tells you how to pass safely through the gates. I looked for it, but the library is enchanted and I never found it. Perhaps you will have more luck...'

If you have the Book of the Dead, turn to **217**. To ask Sinna about the khopesh, turn to **285**. To return to the refectory, turn to **460**. To try the rings in the Gates of Death, turn to **356**.

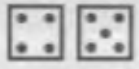
### 332

You hurry back into the circle of light. You feel safe here with Brother Tobyn, but it's clear that he's not well. The wound that the monstrous merchant gave him has become infected and is starting to fester. The old Guardian is feverish and you can't get him to talk to you. Without the items in your backpack, there's nothing you can do for him, so you make him as comfortable as you can and settle down for the night. Turn to **413**.

### 333

'They truly are beautiful maps,' says Swann. 'They were drawn by the finest mapmaker in all Titan, Master Evett Luxtonas. But I fear you won't be able to afford them. If you have 200 Gold Pieces, however, they are yours.'

If you have 200 Gold Pieces, turn to **351**. If you don't have enough Pieces, turn to **364**.





*A huge, hairy mutant with four arms*



**334**

DEMONIC BLOSSOM shrieks and rushes at you, waving the pig's jawbone.

*DEMONIC BLOSSOM* *SKILL 6* *STAMINA 8*

If you win, turn to **345.**



**335**

You hurry into the cave and immediately realize you've made a mistake. There's a creature of some sort in here and you've disturbed it. It lumbers towards you out of the shadows and you see it's a CLAWBEAST, a huge, hairy mutant with four arms, each one tipped with a long claw.

The Clawbeast blocks the cave entrance and lashes out at you with all four claws. There's no time to use any magic, so you will have to fight it.

*CLAWBEAST* *SKILL 8* *STAMINA 9*

If you win, turn to **353.**



### 336

You are flying over Trolltooth Pass, but now night has fallen and you can see very little, except there, on a high plateau in the cliffs above the pass, what looks like a stone circle with coloured fire burning inside it. You tell the Lamassu to go down for a closer look and pass over the ruins of a fort where there a lookout tower, a broken statue, and some huts, with smoke rising from the roof of one. To bid farewell to the Lamassu and ask him to set you down by the fort, turn to **408**. To bid farewell and ask him to set you down near the stone circle, turn to **137**.



### 337

The iron hits you in the head, sending you reeling. (Lose 2 *STAMINA* points.) Feeling dizzy and groggy, you stagger out of the door.

Add the fire iron to your Weapons List and turn to **350.**



### 338

You stand up and brush dirt off your clothing. And it's then that you hear the sound of smashing glass and see a terrible sight. Demons are running out of the house, pouring out through the door and jumping down from the broken windows. You run back to the gates and desperately clamber up the gatepost. When you get to the top, however, a demon hurls a brick that hits you on the head.

Lose 2 *STAMINA* points and 1 *SKILL* point. You will regain these points at the end of the next battle you fight, by which time your head should have cleared.

You stand there wobbling. Which way will you fall? Into the street or back into the garden? If you have a trowel, turn to **379**. Otherwise you will have to *Test your Luck*, turn to **359.**

### 339

The arrow hits you and you fall to the ground. As you land, the contents of your pack spill out. You pull out the arrow but feel your life force ebbing away. You wonder if there's anything among your items that could help you.

If you have any healing ointment turn to **358**. Otherwise, if you have the brass compass, turn to **346**. Or if you have a bottle of 'Nostalgia', turn to **442**. If there's nothing useful in your Equipment List, turn to **378.**

## 340

'We wish you luck,' says the half-elf when you have told them your story. 'We believe the plague is spreading from the Plain of Bronze where the Invisible City lies. If you travel there, make sure you have a map and some means of seeing the city. And take this, it may come in useful.'

The half-elf hands you a jar of healing ointment. Add it to your Equipment List and then turn to **320.**

## 341

'Monstroso help,' says the bald giant. 'You want horse? Monstroso have horse. Monstroso was going to eat horse, but if great general wants horse, great general have horse.'

So saying, Monstroso leads you over to the stand of trees where there's a horse lying on its back with its legs tied together. He unties it and, once it has struggled back on to its feet, you mount it.

'Trolltooth Pass very dangerous,' says Monstroso. 'Full of bad men and monsters and demons. Monstroso hate demons. Monstroso know back way through Moonstone Hills, though. Monstroso not stupid. Well, Monstroso bit stupid. You follow.'

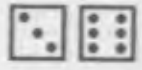
And so the big bald idiot sets off running. He moves surprisingly fast and even on horseback you struggle to keep up with him. To the north you see the entrance to Trolltooth Pass, but Monstroso takes a track that goes up into the hills on the south side. You travel all day and most of the night, only resting for a while to eat and grab a few precious moments of sleep. At dawn, Monstroso is off and running again. The path he's taking you along winds higher and higher as the hills become jagged peaks. Towards the end of the day, he starts to lead you down towards the pass.

'Fort near,' he says. 'Go careful. Pass dangerous.'

Indeed, the words are hardly out of his mouth when you spot a goblin raiding party scouting along the top of the pass.

'Goblins!' says Monstroso. 'Monstroso hate Goblins nearly as much as Monstroso hate demons! You go. Monstroso stay fight. Monstroso lives to fight.'

He points the way down into the pass and you hurry on. Behind you, you can hear Monstroso roaring a battle cry and the shouts of startled Goblins. On the cliffs on the far side of the pass, you can see a huge statue of the Goddess Sindla. Half its head and torso are missing along with its right arm. Next to it are some ramparts and a crumbling



lookout tower. Below it, on the northern side of the road are the remains of a lower fort, tangled with weeds and thorn bushes.

You climb the rest of the way down the cliff to the pass and hurry over to the fort. Turn to **390**.

**342**

You jump across the portal – but not far enough, and you tumble into the pool of purple light, which sucks you deeper and deeper into the demonic realm.

You learnt a spell to escape from a danger such as this. Will you get it right? To chant the words 'Exitus, exodus, excitus...' Turn to **360**. To chant the words 'Execrus, exodus, exitus...' turn to **367**. To chant the words 'Excitus, exitus, exodus...' Turn to **373**.

**343**

You run through the arch into the alleyway. It turns sharply left and as you career around the corner you see, too late, a strange glowing pool of purple light in the ground, out of which two disembodied demon spirits are emerging, looking for a body to infect. Your only chance of escape is to throw yourself into the pool.

You know that this must be a demon portal, one of the



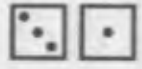
places where the demon spirits are coming into this world. It's like diving into a strong current. You are going against the flow of magic and are quickly lost in space and time. With all your mental strength, you reach back out to the real world, and you dimly recall the words of a spell. Can you remember them correctly?

Turn to **355**.

**344**

'You want to know about the young adventurer?' says Swann. 'He was from the Icefinger Mountains and was desperate to find the Invisible City. He was sure that the demon plague was spreading from there. I sold him my best map of the Plain of Bronze. Much good will it do him. The thing about the Invisible City is that, well, it's invisible! So it's not marked on any map. He had an idea, though, that he could find out more about the Invisible City in the burial grounds near the ruins of Broken Goddess Fort, halfway along Trolltooth Pass. So he was heading that way. He sold me a box of his, sealed by magic. It was no use to him any longer as he'd lost the key when he was locked up for a spell in Lord Azzur's dungeons.'

To ask to see the adventurer's box, turn to **324**. To ask to look at what else Swann can offer you, turn to **364**.



**345**

'What have you done?' shouts Fossick, who has been watching everything through the trapdoor. 'I didn't ask you to kill my only daughter! You're more of a monster than she was. You can rot down there ... for ever!'

So saying, he slams the trapdoor shut. You can hear him dragging the heavy treasure chest back on to it. The lamp burns out and you alone are in the darkness with Blossom's corpse.

Your adventure is over.



**346**

Your hand closes on the compass you picked up in the Fish Market. And as you stare at it, the pointer spins round and you feel the whole world spinning with it... *Test your Luck*. If you are Lucky, turn to **365**. If you are Unlucky, turn to **462**.



**347**

You've had enough of being pushed around in Port Blacksand. You square up to the two THIEVES and fight them one after the other.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First THIEF* | *7* | *6* |
| *Second THIEF* | *6* | *7* |

If you win, turn to **325**.



**348**

While you've been flying, you've been studying the funeral bier more closely, and have spotted a carved-out shape that matches the shape of the bronze star. You take the star out of your pack and find that it fits perfectly into the carved space. As it slots into place it lights up, glowing bright blue. And as you look down you now see a glowing blue star on top of the grey pillar of rock.

To land on the grey rock, turn to **388**. Or if you want to land on the red one, turn to **362**. To land on the sandy one, turn to **375**.



**349**

Once more you avoid Ulrakaah's attack and this time you sink the blade in up to its hilt, and when you tug it free there is a gush of blood like a waterfall. Turn to **78.**

**350**

It's raining harder than ever outside the cottage and you're exhausted. To inspect the barn, turn to **184**. To hide in the woodshed and try to get some sleep, turn to **203**.



**351**

There's a flash of light and the shop is suddenly filled with smoke. A familiar figure emerges out of the gloom. It's the Trickster God, Logaan, himself. He points a bony finger at you and cackles, 'Liar, liar, pants on fire!' Suddenly your pants catch fire and you run screaming all the way back to Titan Square.

Lost 3 *STAMINA* points and turn to **149.**



**352**

Your situation is desperate. You'll take all the help you can get. You inch forward until your hands touch skin ... hair ... an ear... You freeze and hear a chuckle in the darkness.

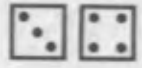
'It's all right.' The voice is so weak you can hardly hear it. 'I'm not going to hurt you. We're all in the stew together. I have something for you...'

You hear a hiss of breath and then see a patch of greenish-blue light start to glow on the wall. It looks like it's coming from a patch of fungus. There's another hiss of breath and the fungus glows brighter.

'It's glow-mould,' says the voice. 'It feeds on your breath.'

As the fungus glows slowly brighter you are gradually able to make out the figure of a man chained to the wall. He's terribly thin, his skin covered in sores and blisters and there's an awful rotting smell coming off him.

'I haven't got long to live,' he whispers, and his chest rattles as he draws in another breath. 'I've kept a treasure with me here. The gaolers never found it ... but I'm dying now and have to pass it on to someone... You might be able to use it...'



'What is it?'

'A special key ... left here by an adventurer from the Icefinger Mountains. Hidden in one of my boots... It's yours now...'

'What's it for?' you ask. 'Where can I use it? Which boot?' But the man is silent and the fungus is losing its glow. The poor prisoner has breathed his last.

You can just see a pair of boots standing next to him. You're going to have to search them. But can you trust the prisoner? Perhaps he wanted to play a trick on you.

If you want to try the right boot, turn to **372**. If you want to try the left boot, turn to **392**. If you want to hurry back to Brother Tobyn, turn to **332.**

**353**

You manage to strike the Clawbeast down and then quickly explore its cave. You discover a dead traveller in the back, and in his pack you find a bronze compass, a bottle of 'Pretty as a Picture' potion, a flask of firewater and a cold sausage. (The sausage will restore up to 2 *STAMINA* points, whether you eat it now or later.) You take the items, leave the cave and run back to the fort, turn to **321.**



**354**

Wearily, the Lamassu flies on towards Salamonis, using the thermal currents above the hills to circle higher and higher and then glide down so that it can rest its wings. At last the walls of the ancient city come into view.

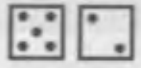
'I will set you down on a rooftop,' says the mighty creature. 'And then I will leave you. I cannot risk staying there when I am so weak. Watch out for demons. They are dangerous, unless you can catch hold of one and tether it. A tethered demon must always do your bidding. And watch out for the portals that they have opened to enter our world. If you do fall into one, remember the words, "Exitus, exodus, excitus..."'

He flies down towards the buildings in a wide circle, selects a rooftop and lands gently. You slip off his back and thank him. In a moment he is airborne again and you watch him fly off southwards. Turn to **227.**



**355**

To chant the words 'Execrus, exodus, exitus', turn to **394.**
To chant the words 'Excitus, exitus, exodus', turn to **367.**
To chant the words 'Exitus, exodus, excitus', turn to **380.**





*'We are the Guardians of the Gates'*



**356**

You step forward and take hold of one of the rings, trying to ignore the hideous screaming faces and skeletal hands that try to grab hold of you. As you lift the ring and turn it, you hear a heavy thumping, cracking sound, like huge rocks knocking together, and then see two dark shapes rising from the floor. They are giant guards made of black crystal. Bodies, armour, halberds, helmets with closed visors, all are formed from gleaming obsidian. Their heavy crystal boots shake the ground as they stomp towards you.

'We are the Guardians of the Gates,' they say in unison, their voices sounding as if they have come down to you over the years from centuries ago. They raise their halberds.

To fight the OBSIDIAN GIANTS, choose a weapon and turn to **210**. To flee back to the refectory, turn to **460**.

**357**

'You're not getting out of there until you've fixed my lovely Blossom!' Fossick shouts.

To fight Blossom, turn to **334**. To use a vial of smoke-oil, turn to **438**. To try a magic potion, if you have any, turn to **313**.

**358**

You take some ointment from the jar and rub it on your wound.

You lose 1 *STAMINA* point, unless this would take your *STAMINA* score to 0, in which case leave it at 1 point.

After a while the wound has healed and you are well enough to carry on. Thanking the powers of magic, you throw the empty jar away and walk on, using the high corn to keep you hidden. Once you're sure it's safe, you leave the field and join an old herders' track. Turn to **159.**



**359**

*Test your Luck*. If you are Lucky, you fall into the street, turn to **379**. If you are Unlucky, you fall into the garden, turn to **330**.



**360**

You remembered the spell correctly. The portal spits you out and you find yourself in the Temple Gardens. Turn to **275.**



**361**

You pay the landlord 1 Gold Piece and he shows you to your room, which is small but clean.

'My rooster will wake you at daybreak,' he says and leaves you to settle down for a good night's sleep.

Add 2 *STAMINA* points and turn to **109**.

**362**

The bier zooms round the top of the red rock in ever-tightening circles and then swoops in and lands with a bump. Oli, Eli and Uli hug each other and give a little dance of joy. You climb off the bier and look around. You are just about to thank the Imps and ask them to wait when you realize that they've already taken off and are circling the rock again. You shout at them to come back, but it's no good; they fly off, madly chattering. Turn to **427.**



363

If you have any of the following items listed on your Adventure Sheet, cross them off now:

Temple Guard's Axe, Flea Boots, any Magical Seeds, Cookbook, *Hither Chaos Angel Died*, Bronze-Coloured Jewel, Weakwater.

Your Provisions, Gold Pieces and any potions you possess are unaffected by the strange magic. However, as you travel back in time, the smoke-oil you lost to Denka Mansell is restored to you.

Restore your *SKILL*, *STAMINA* and *LUCK* scores to their Initial values and turn to **275**.



364

What are you interested in buying from Sandford Swann?



To buy the map of Salamonis, turn to **403**. For the map of Trolltooth Pass, turn to **383**. If you want the set of three maps, turn to **333**.

Or, to ask about the adventurer who was here before you, turn to **344**. If you want to ask Swann to show you his equipment for explorers, turn to **20**. To ask to look at his magic items, turn to **36**. If you want to ask him where you can get more money, turn to **55**. If you want to leave the shop, turn to **103**.



365

Time begins to run backwards. You realize that the compass is magic and has the power to return you to an earlier point in time and space. You will be able to relive part of your adventure... Turn to **14**.

366

The Obsidian Giants strike you down with their crystal halberds. You experience a moment of searing pain and then nothing. You have lost all feeling in your body, and as it hits the floor your spirit lifts free. The giants freeze and you can see a black khopesh hanging in the air where it is embedded in one of the gates, which have become transparent and hazy. You can just make out a large open space on the other side. Your spirit drifts over towards the gates, floating in the air, and now it passes through them and you are in the realm of the dead.

You find yourself in a cavern similar to the one you have just left, with weirdly-coloured crystals glowing in its walls. On the ground are heaps of dead warriors. You see disembodied spirits like yourself searching among the bodies, their faces masks of agony and sorrow. You choose a powerful-looking warrior, well clad in armour, and your spirit enters the corpse. It feels strange to be in another's body, but it also feels powerful. You rise up, strong and alive and bursting with energy. (Return your *STAMINA* score to its Initial level.)

All your senses have returned, and the first thing that hits you is the stink of this place, like a cesspit filled with filth. You try to ignore it as you go over to the



gates, which now appear solid again. On this side they are smooth and shiny and you can see your reflection in them. You see the blade of the black khopesh sticking out. You know that without one of these enchanted blades you can never defeat Ulrakaah. To try to pull the black khopesh through to this side, turn to **397**. If you already have a khopesh, turn to **457**.

367

You got the spell wrong... You feel yourself thrown around by the forces inside the portal until at last you are spat out at the other end. You land with a thump and lie there for a moment, winded. When you are finally able to get up you take a look around. You are in some kind of vast underground cavern, the walls aglow with yellow, green and purple crystals. You see a group of hideously deformed demons lumbering towards you, and then feel a hot wind on your neck. You turn around to find yourself face to face with a giant female monster, leering down at you. She has the face of a corpse, rotting and green, with dead eyes. She opens her mouth wide, exposing two rows of sharp, snaggly yellow teeth.

'Ulrakaah,' she hisses, and then she bites...

Your adventure is over.



### 368

You raise your blade to strike the creature and ... it jumps up and turns around. You're amazed to see that it's not a monster at all, but a young acolyte like yourself.

'Please don't hurt me!' the acolyte bleats and you put your weapon away. 'My name is Castrabel, and I was praying. All the others have gone, but I stayed. I thought my prayers might help. I'm wearing a cloak of protection. If you look at it from behind, it appears to be the face of a monster. Castrabel turns around again and you see that the hideous creature is only a magical moving image on the cloak.

'Until now it has scared everyone else away,' Castrabel says. 'Who are you that is brave enough to fight such a thing? Have you come to save us?'

To ask Castrabel where the High Priestess is, turn to **384**. To ask about the Gates of Death, turn to **423**. To ask about the temple, turn to **440**. To return to the dormitory, turn to **295.**

### 369

You push Nicodemus aside, grab Brother Tobyn and hurry out of the hut, all the while expecting Nicodemus to hurl some magic after you. You remember his directions and start running up Bridge Street, but now the shady



characters hanging out on the street corners are no longer ignoring the two of you. In ones and twos they break away and start to follow you, and, before you're even halfway to the Market Square, two men grab you and pull you into a pie shop.

'Congratulations,' says one of them, a weaselly little creep with no teeth, and he gives a low, sarcastic, bow. 'You've fallen into the hands of the Guild of Thieves, and we have stolen you. We know some people who'd pay the price of a good pie for a Guardian and his acolyte. It'll save us the bother of having to steal one.'

If you want to fight the two THIEVES, turn to **347**. If you'd rather not risk it and see where this takes you, turn to **305.**



### 370

No matter how hard you pull on their reins or how loudly you shout at the horses, they won't stop. Suddenly, you hear a crack and the whole carriage jars before tipping over sideways. You are thrown clear and watch as it crashes into the cliff face. (Lose 3 *STAMINA* points.) You manage to stand up and limp back to the fort. Turn to **390**.



### 371

You have defeated the Bum-Faced Monster. It dissolves into a puddle of purple liquid that quickly turns to smoke, leaving behind a cold sausage, a cookbook and a bottle of 'Nostalgia'. Take what you want and then, to go through the door with the moon symbol, turn to **299**. To go through the door that looks like a book, turn to **192**. To go through the door to the Walkway of Evening, turn to **84**.

### 372

You slip your hand inside the right boot and wince as you touch something cold and wet, but before you can pull your hand away it goes numb and an icy pain shoots up your arm. When you do finally manage to get your hand out of the boot you've lost all feeling in it and can see a huge, slug-like dungeon crawler attached to your skin by its teeth, sucking hard. The thing is glowing slightly with the same green light as the fungus. It is white and blind and almost transparent from living in the darkness, and you can see your blood inside it, filling it up.

You smash it against the wall and it lets go of your hand and falls to the floor, oozing cold slime and warm blood.

(You lose 3 *STAMINA* points and 2 *SKILL* points.) If you want to try your luck with the left boot, turn to **392**. If you want to hurry back to Brother Tobyn, turn to **332**.



### 373

You know immediately that you got the spell wrong, but you have learnt much from your adventures. You will now do battle with the goddess Sindla, the Goddess of Luck, to see what happens next.

Roll two dice. If you roll a 2 or a 12, she sends you to **367**. If you roll a 3 or an 11, she sends you to **394**. If you roll any other number, the portal will spit you out, turn to **275**.

### 374

You open the 'Nostalgia' perfume bottle and a smell of pears wafts out. You feel your whole world spinning... Time seems to run backwards... You realize the potion will allow you to relive part of your adventure... But how far back will it take you? Turn to **14**.

### 375

The Imps steer towards the sandy-coloured rock, but they're going too fast and the bier is out of control. It crashes into the side of the rock and you are tipped off. You just manage to grab hold of a sticking-out crag and haul yourself up on to the top of the rock. The bier flies around crazily and then zooms away. Turn to **447**.





*He has a round, sweaty face and a small goatee beard*



**376**

'Greetings,' says the man. 'I am the Holy Man. Like you, I came here to help cleanse Allansia of the demon plague. To defeat Ulrakaah needs skills in both magic and combat. I have magic but I cannot take up arms – it is not in my nature. You, however, have learnt much in your adventures. Are you willing to take the fight to the mother of demons beyond the Gates of Death?'

To ask about Ulrakaah, turn to **452**. To ask about the Gates of Death, turn to **439**. To return to the tunnel, turn to **147**.

**377**

You hear a rattling of locks and chains and at last the door is opened by the man wearing the helmet.

'Come in, quickly,' he says and you don't wait to be told twice. Once inside he bolts the door behind you. 'So you've come all the way from the Crucible Isles to save us, have you?' he says, taking off the helmet. 'You're not the first – there was a young adventurer in here just a few days ago – but I fear you may be the last.'

He's a large man who looks like he enjoys his food. He has a round, sweaty face and a small goatee beard.

'Pleased to meet you,' he says, offering you a damp hand to shake. 'My name is Sandford Swann and this shop has been in my family for twenty generations. Whether it will survive this demon curse, I don't know. I have these big brutes to protect me.' He nods towards the Man-Orcs who grunt at you but say nothing. 'There are more demons on the streets every day,' Swann goes on, looking out of the window. 'I sometimes think I'm the last uninfected person left in Salamonis... So, what can I do for you? I have locked most of my maps away in a safe place to stop them from being destroyed, but I do have a few left here in the shop. I have a good map of Salamonis, a map of Trolltooth Pass, and I have a lovely set of three maps showing Allansia, the Old World and Khul. I also sell equipment for explorers and even have a few magic items.'

If you want to leave the shop, turn to **103**. Otherwise, turn to **364**.



**378**

Without the means to reverse its effects, the wound soon proves fatal and your adventure is over.





**379**

You jump down and land safely in the street. The demons scream across the garden behind you and start to climb the gates. You turn and leg it all the way back to Titan Square. Turn to **149**.



**380**

You got the spell right, but where will you emerge? You are in the hands of Sindla, Goddess of Fortune.

Roll two dice. If you roll a 2 or a 12, turn to **100**. If you roll a 3 or an 11, turn to **149**. If you roll any other number, turn to **200**.



## 381

The night sky is cloudy and it's drizzling. You hurry into the stable and climb into the hayloft where you bed down in a pile of straw, covering yourself with handfuls of it so that you are well hidden.

It has been a long day and you soon fall asleep. (Add 1 *STAMINA* point.)

You are dreaming of demons and magic when a movement wakes you. You open your eyes and look around. The clouds must have gone because a thin chink of moonlight is shining through a hole in the roof and falling across the straw. You wonder what it was that woke you and then sense something moving around inside your tunic. You feel it take hold of your purse and tug at it.

You jump up and gingerly stick your hand inside your tunic where you grab hold of whatever it is. It feels like a man's forearm, warm and hairless, but there's nobody else here. You drag it out and hold it up, squirming and spitting. It's a fat, pink, naked creature with unseeing eyes and five groping tentacles fanning out around its mouth, like fingers. If it weren't for the eyes you'd think you actually were holding a man's severed arm. You have heard about these creatures that steal things in the night, but never seen one before. It's a HAY THIEVER.



You hurl it down to the stable floor where it lays for a moment, stunned, before starting to slither away like a huge, fat slug. To let it go, turn to **401**. To try to kill it, turn to **431**. To follow it, turn to **451**.



## 382

Your khopesh is pulsating with stored power. You aim it towards the advancing Demon Horde, yell the words, 'Seed of Doubt!' and silver fire spurts out, washing over them. The effect is immediate, many of the demons instantly lose the will to fight and drop their weapons, but not all ... some are still willing to battle on.

Reduce the *STAMINA* points of the Demon Horde by half. Reduce their *SKILL* points by half.

To fight the horde, turn to **453**. To try more magic, if you have any, turn to **213**.

### 383

'This is a very simple, but accurate map of how to get from Salamonis to Trolltooth Pass,' says Swann, showing you a rolled map in a tube. 'It also shows some of the Plain Of Bronze. It's yours for 5 Gold Pieces. If you don't have the money I can tell you where to find some, if you like.'

To buy the map, pay 5 Gold Pieces. To view it, make a note of this section number and turn to **173**. When you have looked at it turn back here and make sure to mark the number **173** next to your map in your Equipment List in case you ever want to look at it again.

To ask about where to find more money, turn to **55**. Otherwise, turn to **364**.

### 384

'When we realized that Ulrakaah was sending her demonic forces out through the portals to attack us,' says Castrabel, 'the High Priestess hid everyone in the city. She has placed them on another plane where they are safe for now, but it has left the city vulnerable and all sorts of monsters have got in. The High Priestess is still here, however, hiding in a secret chamber behind the shrine of Lunara in the main temple. If you give the correct offering to Lunara, the concealed door will open.'



To ask Castrabel about the Gates of Death, turn to **423**. To ask about the temple, turn to **234**. To return to the dormitory, turn to **295**.

### 385

You walk down the steps and find that they lead to a bathhouse. There are jars of oils and salts and scented herbs. Steam is rising from a big bath of warm water fed by a hot spring. To take a bath, turn to **461**. To go back to the passageway, turn to **279**.



### 386

You open the 'Thick as Thieves' potion jar and nasty, blue smoke drifts out. Blossom takes one sniff of it and burps louder than before, but she's otherwise unaffected.

Cross the 'Thick as Thieves' potion off your Adventure Sheet and turn to **313**.

### 387

You come into the main Temple Of Throff, where there's a huge statue of the goddess, standing in the middle under the dome. It is made of pure silver and the sunlight streaming in through the high windows in the dome make it glow.

The temple is circular, with pillars holding up the dome, which is painted to look like the sky. There are images of clouds, birds and the sun on one side, and stars, planets and the moon on the other. There are walkways going off through archways to north and south. The walkway to the north has a pale blue tiled floor and lettering above the archway tells you it is the Walkway of Day; the other one, going south, has dark blue tiles and is called the Walkway of Night.

You look around, wondering where you might find the High Priestess. This place is as deserted as everywhere else. You find a patch of dried blood and some broken pottery. You also find some scattered pages from a book, written in a language you cannot understand. Behind the statue of Throff against the western wall, you find a small shrine to the moon goddess, Lunara. You know that some people pray to her to find things that have been lost and there is an offering bowl in front of the statue. Turn to **406.**



### 388

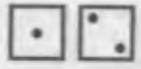
The bier lands with a mighty bone-shaking thump on top of the grey rock. For a moment the three Imps are too stunned to even move and, for the first time since you set off, they are silent. And then suddenly they are jumping up and down in triumph and hugging each other. You get off the bier, glad to have your feet on solid rock.

You look out across the endless Plain of Bronze, baking under a hot sun. There is no sign of any city. You hear a noise above you like chattering birds and look up to see that the Imps have taken off. You watch helplessly as they fly off home, madly gabbling away to each other.

You remember the picture stitched into the pall. The man standing on one of these rocks was wearing goggles. If you have the bier goggles, turn to **404**. Otherwise, turn to **416.**

### 389

The Holy Man leans forward and pops a seed out from a hole in the end of one finger ... and then another from a hole in his arm, and yet another from his stomach... Soon there are several seeds in front of him: three Seeds of Mastery, three Seeds of Power, one Seed of Knowledge, a Seed of Doubt, a Seed of Treachery, a Seed of Destruction, and one Seed of Change.



Pick up the seeds you want and reduce your *STAMINA* by 1 point for each one taken. Be careful not to go below 1 *STAMINA* point, though, or you will die and it will all be over.

Once you have the seeds you want you can use them whenever you wish. Each Seed of Mastery you take from the Holy Man will immediately add 1 to your *SKILL* score. Each Seed of Strength will add 1 to your *STAMINA* score, whenever you eat it.

To ask the Holy Man about Ulrakaah, turn to **452**. To ask him about the Gates of Death, turn to **439**. To return to the tunnel, turn to **147.**



**390**

You enter the fort, where you find a keep built into the cliff wall. The gates and roof have long since rotted away. You enter the walls and find a stairway leading up inside the solid rock. You climb it to the top and come out by the watchtower. Turn to **408.**



**391**

'What have we here?' says the male face, its grin growing wider.

'Lunch,' says the female face.

'Looks too stringy to me,' says the first.

'You're too fussy. You're a really fussy eater.'

'At least I'm not ugly.'

'I am NOT ugly,' says the second.

'Have you seen yourself lately?' says the man. 'You've got a face like a bum...'

While they are arguing you have the chance to grab a temple guard's axe if you want to. Otherwise, choose another weapon from your list and make ready to fight the BUM-FACED MONSTER.

*BUM-FACED MONSTER* *SKILL 8* *STAMINA 12*

If you win, turn to **371.**



### 392

You are cautious. There could be anything in the boot. You pick it up, turn it upside down and shake it. There's a tinkling sound and the glint of metal. You scrabble in the dirt and pick up the Icefinger Key and hide it in your own boot. Perhaps the prisoner had more hidden treasure?

Add the Icefinger Key to your Equipment List. If you haven't already done so, do you want to try your luck with the right boot? If so, turn to **372**. If you want to hurry back to Brother Tobyn, turn to **332.**



### 393

You try the door. It's locked. A horrible grunting, hissing noise warns you that some demons have sniffed you out and are advancing along the street behind you. You hammer on the door and hear a muffled voice on the other side.

'Go away.'

To explain who you are and what you are doing, turn to **377**. To try to break the door down, turn to **136**. To run back the way you came, turn to **108.**



### 394

You are trapped in the portal, neither in the demonic plane nor the real world, lost in time and space. You will spin on here in this purple void for all eternity...

Your adventure is over.

### 395

You head down the road. There's a noise like marching feet behind you, but you are moving at speed and can't see anybody. You come to a crossroads.

To go east, turn to **16**. To go down the street heading south, turn to **465**. To go down the street heading north, turn to **415**. To go west towards Titan Square, turn to **149.**



### 396

The arrow flies past your ear and hits a scarecrow. Thanking Sindla, the Goddess of Luck, you run on, using the high corn to keep you hidden. Once you're sure it's safe, you leave the field and join an old herders' track. Turn to **159.**





*There is a man sitting cross-legged on the floor*



**397**

You take hold of the blade and tug it – the khopesh slips through the door like a knife through butter. There are glowing splashes on the steel where it has been washed with a magical liquid of some sort. You recognize the distinct smell of 'Pretty as a Picture' potion. Now you are armed with an enchanted weapon and ready to take on Ulrakaah. (If you have a different khopesh, you can choose to use either one.) Turn to **457.**

**398**

The hole in the wall leads into a small cave, lit by glowing green and red crystals embedded in the walls. There is a man sitting cross-legged on the floor with a pulsating blue orb suspended above his head. He is wearing only an old grey loincloth and you see that his skin is covered with holes, inside each one of which sits what looks like a large seed about the size of a pea. You understand now why he's called the Holy Man.

He smiles at you. To ask him who he is, turn to **376**. To choose some of the Holy Man's seeds, turn to **389**. To back out through the hole, turn to **147.**

### 399

You open the 'Pretty as a Picture' potion jar and turquoise-coloured smoke that smells of lavender wafts out. Blossom breathes some in and her smile grows even wider.

'Oh, look at me, look at me,' she cries. 'I'm the prettiest girl in all the world! How lucky you are to be killed and eaten by someone so beautiful!'

Cross the 'Pretty as a Picture' potion off your Adventure Sheet and turn to **313**.

### 400

You feel the power of the khopesh coursing through your body. You are strong, terrifyingly strong. Maybe one day you will be as powerful as Ulrakaah... You are the ruler of this realm now. You will remain here for ever ... or until another comes to destroy you.

Your adventure is over.

### 401

The hayloft feels warm and safe. You cover yourself with straw and, clutching your purse tightly, settle back down to sleep, remembering now that Hay Thievers are pretty harmless. Turn to **109**.





### 402

'I have brought some magic Seeds of Galana to the temple,' says the Holy Man. 'Each one will give you different abilities. But I warn you now, there is a price. Each seed you take from me will reduce your strength, so choose wisely. I have Seeds of Knowledge that allow you to speak and understand any language, but not read it. I have Seeds of Doubt that cause any enemy to lose the will to fight. I have Seeds of Treachery that cause enemies to turn against each other. I have Seeds of Mastery that boost your fighting skills, even beyond their normal levels. And I have Seeds of Power that make you stronger. Also, I would advise you to find some of the magic potion called 'Pretty as a Picture' and take it with you if you can. There should be some here in the temple potions room. There are also two magic pools. One of them will increase your strength if you need it, and the other will decrease it.'

To choose some of the Holy Man's seeds, turn to **389**. To ask him about Ulrakaah, turn to **452**. To ask him about the Gates of Death, turn to **439**. To return to the tunnel, turn to **147**.



### 403

'I'd love to take all your money, but a map of Salamonis is of no use to you now,' says Swann. 'I can tell you how to get out of town. Simply go back up the street that brought you here, turn right at the top into the North Road and carry straight on south down to Titan Square, then take the East Road straight up to the East Gate, where you'll find the road for Trolltooth Pass.' Turn to **364**.

### 404

You slip on the bier goggles and immediately everything looks different. You feel as if you are looking at a vision. The plain is no longer a desert of ash and bronze. It's covered in lush green grass, and trees, and rivers. There are farms and villages, crops growing in fields, animals grazing... It looks like a perfect wonderland. And there, standing in the middle of all this bounty, is a beautiful city, rising up, the buildings all whitewashed, with blue tiled roofs. You see fountains and gardens and walkways and at the top, a great silver dome.

And as you look at your feet, you see steps spiralling down the grey rock towards a road that leads to the city. You climb down the steps to the bottom and walk along the road. The only thing missing from the idyllic scenes all around you are people.



In no time at all you arrive at the city, which has no walls or gates. You enter a small square, take off the bier goggles and look back at the way you came. The green fields and rivers and villages have disappeared. You are sure now that you were seeing an image of how this land was a very long time ago, before some awful catastrophe befell it. Now all is barren desert. You turn away and walk deeper into the city. Turn to **21**.



### 405

You pick up Fossick's axe. (Add the woodman's axe to your Weapons List.) Ignoring the noises from the cellar, which are growing louder and louder, you go over to the treasure chest and inspect it. It's locked with a weird-looking device in the shape of a dragon. You fiddle with it but then jump back as the device glows red hot and the chest shakes violently, knocking into a bookcase. A book falls off a shelf and you pick it up – it's a book of love poetry. (Add the book of love poetry to your Equipment List.)

You know that Fossick's chest is full of treasure, but the lock must be enchanted and will be difficult to open. To hurry out of the cottage and get on with your quest, turn to **350**. To try to open the chest, turn to **417**.



### 406

You are in the heart of the Temple. The great silver statue of the goddess Throff stands before you. To take the Walkway of Day to the north, turn to **190**. To take the Walkway of Night to the south, turn to **38**. To go down the Aisle of Guardians to the east, turn to **288**. To make an offering to the goddess Lunara by the west wall, turn to **422**.



### 407

The man with the demon dogs looks at you with sad, frightened eyes.

'Will you help me?' he croaks. 'I'll give you anything you want. These hellhounds have been dragging me around for three days. I haven't eaten or slept or drank anything in all that time. They're SNIFFER DOGS, with a demonic sense of smell. They can smell their prey from the other side of the city. And their prey is people like you, unaffected by the curse. As long as they're held by the chains they won't attack me, so I can't risk letting them go, but at any moment my strength will give out and then...'



To try to kill the Sniffer Dogs, turn to **419**. To use smoke-oil on them, turn to **432**. To use a magic potion, if you have any, turn to **444**.



### 408

You are at the base of the watchtower on top of the cliff. The huge broken statue of the goddess Sindla stands nearby. Next to the watchtower is a ruined guardhouse, a small temple and a few newly built wooden huts. There is smoke coming out through the chimney of one of the huts. Four tracks lead from the settlement into the gloom and an old signpost points the way down each one. You read the signs – North Foraging Path, West Foraging Path, Corpse Road, The Well.

To go into the hut, turn to **125**. To go into the watchtower, turn to **79**. To take the north foraging path, turn to **8**. To take the west foraging path, turn to **23**. To take the path to the well, turn to **54**. To take the Corpse Road, turn to **198**.

409

Sinna grips your arm with a trembling hand. He has a look of horror on his face.

'If I had known the price that must be paid,' he gasps, 'I don't think I would have had the courage to do what needs to be done. If you truly wish to be killed by the giants then I have something that will help you. It is called Weakwater...'

He struggles to pull something from a pouch and gives it to you. It is a small vial of colourless liquid.

'I use it on my enemies,' he explains. 'I slip it in their drink and it makes them lose all their fighting skill. Take it... Use it if you must...'

You may drink the Weakwater now or later. If you do so it will reduce your *SKILL* score to 2 points.

You stand up and bid Sinna farewell. There is nothing you can do for him now. To grab one of the rings, turn to **356**. To leave the cavern and go back to the refectory, turn to **460**.





410

You and Brother Tobyn follow the strange red-eyed man through the crowd away from the approaching guards. You're careful where you tread; the streets are filthy with rubbish and droppings. Nasty-looking villains of every type hang out on each corner you pass: cut-purses, hired killers looking for work, disgraced minor wizards down on their luck, smugglers selling poison and stolen jewellery ... but they all seem wary of the man in the grey robes and leave the three of you alone.

Brother Tobyn is struggling to keep up. He's short of breath, his wound is hurting him and he's sweating. You let him lean on you as you carry on.

Rising above the houses ahead of you are massive walls, and behind them is a forbidding building topped by two towers, from the taller of which a standard flaps in the wind, showing a dragon and a pirate ship.

'You don't want to go anywhere near there,' says the red-eyed man. 'That is Lord Azzur's palace.'

You've heard tales of Varek Azzur – nightmare tales – and you hope you can leave Port Blacksand without having any dealings with the sinister ex-pirate who rules the city.



Soon you come to Catfish River that runs through the town and is the main source of the great stink that hangs over the place. You see sewage, dead animals and dead fish floating in it. And there – the body of a woman drifting past with three rats perched on her back. Nobody else pays it any attention.

Your guide stops. You are at a bridge, with a row of stakes along either side of it, each one topped with the skull of some monstrous creature. The wind whistles over the bridge and through the skulls, making a sad, sighing sound, almost like singing. The man mutters something and leads you down some steps to a hut hidden under the bridge. A sign reads Keep Out, but the man ignores it and goes in. Turn to **430.**

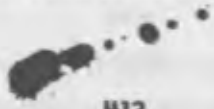
**411**

You climb through the blackened window of the jeweller's shop ... and come face to face with a demon jeweller hiding in the shadows. He smiles at you, showing a mouth full of gold teeth, and then raises two clawed hands and strikes. You dodge to one side to avoid his attack only to find that the floorboards have been burnt away. You drop like a stone and as you fall you catch a glimpse of several more demons waiting in the cellar below. Turn to **330.**



**412**

You go into the shop. The light shimmering on the walls is refracted through the bottles and jars of potions into different colours, which is why you don't notice the glowing purple pool in the floor. It opens up beneath your feet and you feel yourself falling. You have been sucked into a demon portal. Turn to **355.**



**413**

The hours pass slowly. You think you'll never get to sleep but at some point you must do because the next thing you know you're being jolted awake by a movement. You open your eyes and see a terrible sight.

A hideous, ancient demon is looming over you. Completely bald, with rough, warty skin and the same horrible dark eyes as the possessed merchant. It's clearly not as strong as that other demon, but it still has long claws and sharp teeth. It snarls at you, dropping spittle on to your face, and raises a hand to strike.

It's then that you realize it's Brother Tobyn. The infected wound has turned him into a monster of the night. You throw him off and just manage to scuttle away towards the cell door.



The demon thing comes after you on all fours, teeth bared, ready to strike. You get to the door and try to open it...

To cry out for help, turn to **433**. To turn and fight the demon with your bare hands, turn to **53**. If you have a key, do you want to try it? If so, turn to **454.**

**414**

You open the 'Dragon's Breath' potion bottle and foul-smelling green smoke fills the cellar. Blossom takes in great gulps of it and smiles.

'Oh, what a lovely smell!' she cries. 'It's always good to be wearing an expensive perfume when you're killing and eating someone!'

Cross the 'Dragon's Breath' potion off your Adventure Sheet and turn to **313**.

**415**

You walk down the street and come to some steps going up. You climb them and find that they lead to a bridge that crosses over a lower street. There's someone lying on the bridge. It's a wounded city guard.

'Go back... And stay away from the south gate,' he says. 'There are demons there and the gates are unsafe. They'll



fall on you... Everything is falling... It's the end... And look out above you!'

You glance up and see movement at a high window. And now you see demons creeping into the street below the bridge. To cross the bridge, turn to **435**. To go back the way you came, turn to **395.**

**416**

You realize you should have chosen the goggles from the adventurer's belongings. The King of the Imps will have burnt them by now. If you have a bottle of 'Nostalgia' or a compass, turn to **459**. Otherwise, turn to **437.**

**417**

If you have a thieves' skeleton key and want to try it, turn to **441**. If you have the Icefinger Key and want to try it, turn to **429**. If you have 'Dragon's Breath' and want to try it, turn to **455**. To hit the lock with Fossick's axe, turn to **468**. If you don't want to risk it and leave the cottage, turn to **350.**

**418**

None of the keys you try will open the box. To use the Icefinger Key, if you have it, turn to **445**. To force it open, choose a weapon and turn to **425**. Otherwise add the locked box to your Equipment List and turn to **364**.





*Where its buttocks should be are two faces*



**419**

With a groan, the man lets go of the chains and the dogs leap at you. You just have time to choose a weapon and now must fight the three Sniffer Dogs all at the same time.

| | *SKILL* | *STAMINA* |
|---|---|---|
| *First SNIFFER DOG* | *7* | *6* |
| *Second SNIFFER DOG* | *7* | *7* |
| *Third SNIFFER DOG* | *8* | *5* |

If you win, turn to **188.**

**420**

As you go to pick up a weapon, a gout of purple smoke erupts from the fireplace and a creature starts to emerge. Because of the smoke you can't see it clearly yet, only enough to tell that it's nearly as tall as the room. It lumbers over to the table, blocking the way to the door that looks like a book. It picks up an axe. And then another ... and another ... and another.

The smoke clears and you see the creature clearly. Even though it has no head it is twice your height, with four arms, two facing forwards and two facing backwards, and in each hand it holds an axe. It is standing with what, in a normal creature, would be its back towards you and where its buttocks should be are two faces, one

male and one female. They are both grinning.

To fight the creature, turn to **391**. To run through the door with the moon symbol, turn to **299**. To escape through the door that leads to the Walkway of Evening, turn to **84**. To throw a bottle of smoke-oil at its feet, turn to **371.**



**421**

Your hand closes on... One of your socks.

It smells of cheese.

Damn.

Your adventure is over.

**422**

What will you offer Lunara? Check to see what you have in your pack. If you have some cold sausage and want to put it in the dish, turn to **434**. To put an apple in the dish, turn to **57**. To put some dried fish in the dish, turn to **30**.



**423**

'The Gates of Death are right here under the temple,' says Castrabel. 'That's why the city was made invisible, so nobody could find them and open them. We work here all our lives keeping the city safe, but now Ulrakaah is trying to create enough demons to open the gates. I've never been brave enough to go down and look for them. The old entrance was sealed by a rock fall, but there is a secret tunnel here somewhere in the temple. While I've been praying in here I've heard lots of banging and crashing. I think demons might be trying to break their way through.'

To ask Castrabel where the High Priestess is, turn to **384**. To ask about the temple, turn to **440**. To return to the dormitory, turn to **295.**



**424**

You dismount and let the horse return to Fossick in the woods before walking along the bottom of the great wall. Soon you come to a group of low buildings. With



no more room inside the city, the citizens of Salamonis have had to build new houses out here, huddled hard against the wall. You have only just begun to explore this little village when you see bodies lying in the dirt. There has obviously been a battle of some sort here. You go over for a closer look. The bodies have been horribly clawed and bitten. This must be the work of demons. You will need to be extra careful from now on. You see someone's pack lying half buried under a broken cart. You pull it out and add its contents to your own.

Add the following to your Equipment List: a meal of dried dates that will add 3 *STAMINA* points whenever you choose to eat them, a purse of 3 Gold Pieces, and a jar of healing ointment.

It feels risky here outside the city walls. You hurry back to the gates, and then carry on through.

You find a small square on the other side, with a customs house, an inn and a stable block. There is no sign of life, apart from a familiar black carriage that has stopped by the customs house. The driver is attending to the horses and watches warily as you dismount and knock the dust from your clothing.

Turn to **200.**



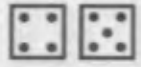


**425**

You jam the end of your chosen weapon into the lock and try to force it open. There's a snap, a click, a whirring sound, and then your weapon shatters into a thousand pieces.

'You should be more careful,' says Swann. (Remove the weapon from your Equipment List.)

Before you can reply, the box shakes and rattles, and then fold itself in half, and then in half again ... and again and again and again until it disappears in a puff of smoke. When the smoke clears there's only a small blue frog sitting on the counter. It looks at you, croaks, and jumps into your pocket. Turn to **364.**



426

You open the 'Collywobbles' potion bottle and a nasty brown gas explodes out of it. Blossom breathes some in and suddenly looks very sick.

'Oo-er,' she says. 'I'm not feeling too well.' She clutches her stomach and lets out an almighty burp that shakes dust down from the floorboards above you, and then lets out another one, and then an explosive fart and finally the biggest, loudest belch you've ever heard, as she expels the demon spirit from her body.

The DISEMBODIED DEMON SPIRIT crouches there, part reptile, part dog, part shade and all angry.

'You'll pay for this,' it snarls and scurries towards you. You quickly choose a weapon and defend yourself.

*DEMON SPIRIT* *SKILL 5* *STAMINA 6*

You can only harm the Demon Spirit if you are armed with a magical weapon. If you do not have a magical weapon you cannot hope to win this fight. However, if you are using a magical weapon, and you win, turn to **458.**







427

There's no sign of the city from here, only a view across the Plain of Bronze. You explore the top of the rock and can't find any way down, but see that its surface is riddled with small holes each about the width of a finger. As you crouch down to inspect one of them more closely, something pokes out of it, like a pink tentacle. You look around you; there are more tentacles coming out from all over the rock. You have landed on a nest of rock worms. They nose out blindly, swaying as if dancing, and before you know it one of them has wrapped around your ankle. You try to peel it off but another one wraps around your wrist, and another... Soon you are trapped in a web of worms that holds you tight.

Now a much bigger worm emerges from a large hole near the centre of the red rock. And this one has a mouth. You are worm food.

If you have a bottle of 'Nostalgia' or a compass, turn to **459**. Otherwise, turn to **437.**



## 428

You walk down the street. There are shops on both sides – a swordsmith, a carpenter, a tailor – but most of them have been boarded up. One of them, a jeweller's, has been gutted by fire and you catch a glimpse of something golden glinting in the darkness. Finally, you come to a shop with a sign hanging outside it in the shape of a scroll. It says 'Sandford Swann. Mapmaker.' There's a light burning inside. You peer through the window and see a large man wearing a full-face helmet, and with him are four heavily-armed Man-Orcs.

To enter the map shop, turn to **393**. To go into the jeweller's, turn to **411**. To turn around and go back up to the crossroads and try another street, turn to **108.**



## 429

You put the key into the lock and turn it. Instantly a searing heat burns up your arm and the next moment your clothes are on fire. You rush out into the night, hoping that the rain will douse the flames. But this is magic fire. Nothing can stop it burning.

Your adventure is over.



## 430

Once inside the hut, the man locks the door and throws off his grey robes, somehow changing completely. Gone are the red eyes and reptilian skin, and instead, standing before you is an old man dressed all in white, with long white hair and a long white beard.

'Forgive the disguise,' he says, getting some jars down from a shelf. 'I don't like to show my hand. I try to stay away from other people, but when I heard there was a Guardian from the Crucible Isles here with his young acolyte, I had to find you. My name is Nicodemus and I know what your mission is – to stop the demon plague. It threatens everyone in Allansia and it is only a matter of time before it spreads to the rest of Titan. That cannot be allowed to happen. I will help you get your smoke-oil to the High Priestess at the Temple of Throff. I cannot come with you, alas, as I never leave this place any more, but I have magic potions that will aid you on your quest...'

He sets the potion jars out in front of you. Each one contains a different coloured liquid. You read the labels and wonder what they might do.

'Take these four,' he says. 'Any more than that and there is a risk they will react with each other and destroy you. You can use each one only once. Simply open the bottle and



release the magic. Each one is powerful against a different threat, but I cannot tell you which one to use when; you must let the goddess guide your hand.'

Add the following magic potions to your Equipment List: 'Thick as Thieves', 'Pretty as a Picture', 'Collywobbles' and 'Dragon's Breath'.

As you put the jars in your pack, Nicodemus examines Brother Tobyn, who is slumped in a chair, his whole body trembling, his skin turning grey.

'The wound is infected,' says Nicodemus. 'It is only a matter of time before he turns into a demon. You will have to travel alone.'

You are about to protest when Brother Tobyn whispers your name.

'Nicodemus is right,' he says, feebly gripping your arm. 'I don't have the strength to walk another step, or to fight the demonic infection. Only you can save Titan. Be brave and pure of heart...'

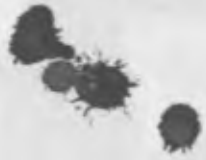
'And be quick,' says Nicodemus. 'The longer you delay, the worse the plague gets. Take Bridge Street to the Market Square and then on to the main gate. From there, take



the road to Silverton and on to Salamonis. The people of Salamonis are more civilized than the scum who live here and should be able to tell you how to find the Invisible City. Tell no one of your mission until you are there. And take my robe. It will get you safely out of town. There its magic ends, however; after that – you're on your own.'

He picks up the robe and offers it to you. You smell sulphur coming from it and see a glint in the wizard's eye. Can you trust anyone in this awful place?

If you want to put on the robes, turn to **212**. If you want to attack Nicodemus and try to take more of his potions, turn to ~~**449**~~. If you want to grab Brother Tobyn and leave without putting on the robes, turn to **369**.

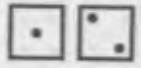


**431**

You jump down from the hayloft and grab a pitchfork. (Add the pitchfork to your Weapons List.) The Hay Thiever rears up at you and you go in for the kill.

*HAY THIEVER* *SKILL 3* *STAMINA 2*

If you win, turn to ~~**401**~~.



### 432

You know how to deal with demons. You take a vial of smoke-oil from your pack, checking how many you have left, and then smash it at the feet of the three Sniffer Dogs. Their huge nostrils suck in the oily gas so quickly that you hardly see it. They yelp in pain and, the next moment, they're writhing on the ground with purple smoke steaming from their mouths.

Soon, the dogs have become three harmless household pooches. They whimper and lick the hands of the man as he falls to his knees, sobbing. Turn to **188.**



### 433

Responding to your cries for help, the dungeon-master comes running. His face appears at the barred window and he cackles with delight.

'Oh-ho, this should be quite a show,' he crows. 'But we don't want things to be too one-sided, do we? No fun if it's over too quickly. Here – take your pick.'



He thrusts his hands through the bars. In one he holds a vial of your smoke-oil, and in the other he has a rusty old bread knife. To take the smoke-oil, turn to **6**. To take the rusty bread knife, turn to **26.**

### 434

You put a piece of sausage in the bowl and send a prayer to Lunara to help you find the priestess, apologizing that your offering is not greater. Nothing happens. Turn to **406.**



### 435

You step on to the bridge and there's a sudden screech from above. A demon has thrown itself out of the window. It knocks you off the bridge. Turn to **330.**



*The demonic army charges forward like a tide of filth*



436

You take hold of one of the gigantic rings. It takes all of your strength to turn it. You hear the squeal of metal scraping against metal, and finally there's a THUNK as the gates open. You pull them slowly back, releasing a foul stench of sulphur and rotting meat and excrement. Ahead of you is a cavern similar to the one you are in, with weirdly-coloured crystals glowing in its walls. On the ground are heaps of dead bodies. You hear a frightful buzzing sound and see a black cloud streaming towards you. You cover your mouth and nose and the next moment the cloud is upon you. It is made up of ten thousand flies that swarm around you, biting your face and hands. You swipe at them but now see that they are the least of your worries, for behind the flies comes an army. An army of dead things, monstrous things, twisted things, hopping, crawling, flapping and squirming. You see huge tusked beasts with ghouls riding on their backs wielding cruel barbed weapons and screaming with laughter. You see demon soldiers, warped by the curse of Chaos, wearing rusted armour and chanting the name of Ulrakaah. You see giant insects and deformed Lizardmen, bat things and rat things and nameless creatures from your nightmares, half bird, half fish.

Behind them walks a creature so tall its great head,

wearing a horned helmet, almost touches the roof. This was once a woman, but she has grown huge and vile by feasting on the demonic energies of this realm. She crouches slightly, with a bent back, and is wielding two massive swords, one in each hand. Her face is the face of death, with rotting flesh, sharpened teeth and pitiless dead eyes. She sees you and laughs, the sound echoing inside your skull.

So this is Ulrakaah, Queen of Darkness, Mother of Demons, and you have released her back into the world. She raises her swords triumphantly, opens her mouth and shrieks...

'Ulrakaaaah!'

And suddenly the demonic army charges forward like a tide of filth and rolls over you. The last thing you see before you die is one of Ulrakaah's swords slashing down through the fetid air to hack at you.

Your adventure is over.





**437**

You are so close, but still so far. You will never find the Invisible City.

Your adventure is over.



**438**

You smash a bottle of smoke-oil on the cellar floor and release its contents. The weird yellow gas finds its way to Blossom and shoots straight up her nose. She squeals and clutches her throat, falling to the floor where she writhes about, coughing and choking, purple smoke billowing out of her mouth. Finally she goes into a back-breaking spasm, then becomes rigid as a plank of wood, before giving a shriek and flopping in a heap.

'What have you done to her?' shouts Fossick, who has been watching from the trapdoor. 'If she's harmed, I'll kill you!'

You go over to Blossom, fearing the worst, but see, with relief, that she's back to normal. Turn to **458**.



439

'The most important thing to remember about the Gates of Death is that you must never try to open them or you will allow Ulrakaah's demonic army back into this realm where they will be ten times stronger than in their own realm. I do not know how to pass safely through the gates to confront them on the other side. There is a book here, in the library, though, that will give you the information you seek, *The Book of Death*. I can, however, tell you what magic you will need to defeat Ulrakaah.'

To ask the Holy Man what magic you will need, turn to **402**. To ask about Ulrakaah, turn to **452**. To return to the tunnel, turn to **147.**



440

'There is a balance in everything,' says Castrabel. 'Between day and night, between left and right, between chaos and order. You cannot have one without the other. Throff tries to keep the balance in the universe, and there is a balance here. This temple is symmetrical. It has a light side and a dark side. The north side is a mirror image of the south side and the Temple of Throff is at the centre.'



To ask Castrabel where the High Priestess is, turn to **384**. To ask about the Gates of Death, turn to **423**. To return to the dormitory, turn to **295.**



441

You put the key into the lock and turn it. Instantly a searing heat burns up your arm, but the dragon's jaws part and the lock snaps open.

Inside you can see all of Fossick's treasure – but a powerful acid is dissolving it. You just have time to snatch out two items: a jewelled warhammer and a Harp of Healing. You have seen a harp like this before. (If you ever lose a fight, the harp will restore 8 *STAMINA* points to you, but only once.)

There is nothing else for you here, so you leave the woodman's cottage. Turn to **350**.

442

Your hand closes on the bottle of 'Nostalgia'. You pop the cork from its neck. A smell of pears wafts out and you feel your whole world spinning... Time seems to run backwards... You realize the potion will allow you to relive part of your adventure... Turn to **14.**



443

You go through the door and find yourself in a toilet, turned purple by the light from a demon portal in the floor. Someone has scratched a message into the wall: 'Sinna was here. He bathed his blade in magic potion.' To try to jump over the portal, turn to **342**. To return to the passageway, turn to **279**.



444

The Sniffer Dogs are straining at their chains. The poor man's arms are trembling. You have to deal with this quickly before he lets go.

To use a 'Thick as Thieves' potion, turn to **456**. To use a 'Pretty as a Picture' potion, turn to **467**. To use the 'Dragon's Breath' potion, turn to **85**. To use the 'Collywobbles' potion, turn to **65**. To use some 'Nostalgia' perfume, turn to **10**.

If you have none of these, you will have to fight the hounds, turn to **419**.



445

You take out the key you found in the prisoner's boot in the dungeons at Port Blacksand and slip it into the lock. It works. The box snaps open and inside you find 20 Gold Pieces, a silver compass and a jar of 'Pretty as a Picture' potion.

Add the items to your Equipment List and turn to **364**.



446

You sit there, picking flies out of your teeth and looking up at the high city walls of Salamonis. They must have stood here for hundreds of years and seen countless people come and go. They're built from massive blocks of ancient, weathered stone and look like they could hold back an army of giants.

You look down to where the road passes through them and are surprised to see nobody guarding the gates. To explore the area outside the walls, turn to **424**. To enter through the gates, turn to **200**.

447

Nothing grows up here and you can see nothing below but the endless dead expanse of the plain. There is certainly no sign of any city. You look for a way off the rock but can't find any safe way of getting down from the summit. If you have a bottle of 'Nostalgia' or a compass, then turn to **459**. Otherwise you are stuck here, turn to **437**.



448

You carry on down the road. If you have a trowel, turn to **98**. If not turn to **428**.

449

Only a born fool attacks a wizard as powerful as Nicodemus. Before you've even taken two steps towards him he curses you and casts a spell.

You turn into a goldfish and Nicodemus drops you into the Catfish River.

Your adventure is over.

450

You take out all your precious vials of smoke-oil and hand them over to Denka. She looks at them for a moment, and then smiles. Slowly her smile grows wider and wider until her face seems to be splitting open.

'Oh, Queen Ulrakaah will be so pleased,' she hisses, and her eyes begin to glow purple. 'You are a fool. To have come this far only to fail now!' She laughs and hurls all the vials to the floor. There is the sound of breaking glass and the room is filled with purple gas. You see the shape of Denka shifting inside the purple cloud.

'The effects of smoke-oil are reversed on demons that have taken on human form,' she purrs. 'Now, see me as I truly am!'

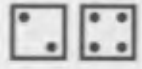
You watch as her ears become big and pointed and her teeth grow long and sharp. She rises towards the ceiling, her robes dropping away, and before your eyes she turns into a giant, hairless cat, standing up on its rear legs.

'Now you must die!' she howls, raising a paw armed with vicious claws the size of daggers.

And so you must fight DENKA MANSELL.

| *DENKA* | *SKILL 8* | *STAMINA 8* |
|---|---|---|

If you win, turn to **233**. If you lose, turn to **255**.

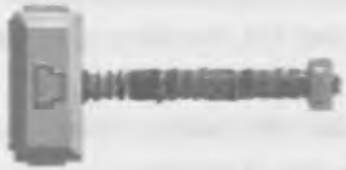


**451**

You know that these creatures will steal anything. Perhaps if you can find its lair there will be treasures in it. It moves slowly, its tentacles groping ahead of it towards the back of the barn where there's a gap at the bottom of the boards. It crawls out and there's just room for you to wriggle after it.

It's stopped raining and the moon is out, but there are puddles everywhere. You're wet and filthy from crawling but are so intent on following the Hay Thiever that you hardly notice. It goes over to a crumbling wall and enters a hole between two stones.

To stick your hand in the hole, turn to **278**. To give up and go back to the hayloft, turn to **401**.



**452**

'Ulrakaah, Queen of Darkness, lives in the realm of death beyond the gates. She can only be defeated by using a combination of magic and one of her enchanted khopesh blades. I can supply you with most of the magic you need, the khopesh you will have to find yourself, if you do not already carry one. I know there is one here somewhere in the temple, however.'



To ask the Holy Man what magic you will need, turn to **402**. To ask about the Gates of Death, turn to **439**. To go back out through the hole, turn to **147**.



**453**

You raise your khopesh and prepare to take on the Demon Horde. There are a huge number of them, and they are far more powerful than you, but you are pure of heart... and armed with a blade as sharp as a razor! The khopesh is an enchanted weapon that was made for Ulrakaah herself, and is enormously powerful against her underlings.

You raise the khopesh, pointing it towards the roof. It glows with a purple light and instantly the *SKILL* and *STAMINA* of the Demon Horde are reduced to a tenth of their power (simply remove the 0 from the end of the two attributes.)

Now you can do battle with them. If you win, turn to **105**. If you lose, turn to **60**.

**454**

You take the key out of your boot and desperately search for the keyhole in the door ... and that's when you remember that cell doors only have keyholes on the outside... And now you feel something tearing at the back of your tunic.

While you've been distracted, Brother Tobyn has attacked you, and you feel a trickle of blood crawling down your skin. (Lose 2 *STAMINA* points.) To call for help, turn to **433**. To try to fight the demon with your bare hands, turn to **53.**



**455**

You take a jar of 'Dragon's Breath' out of your pack and pull out the cork. A cloud of noxious green gas seeps out. The stink is awful. Your eyes are streaming and you want to be sick, but you force yourself to watch as the gas curls around the lock, then rises up to form a cloud over the chest. Slowly the cloud forms into letters spelling out a message...



*'Magic has frozen the dragon's jaws,*
*Only magic words will make them thaw,*
*Without the spell then do not try,*
*Or the dragon's curse will make you fry.'*

To try to open the chest regardless, turn to **417**. To leave the Dwarf's cottage, turn to **350.**



**456**

You pull the cork out of the jar labelled 'Thick as Thieves' and hideous blue smoke wafts out. You cover your mouth and nose and drop the bottle. The smoke seems to be alive. It seeks out the Sniffer Dogs and they can't help but breathe it in... If this is your first attempt at using a magic potion, turn to **45**. If this is your second attempt, turn to **27**. If this is your third attempt, turn to **419.**

457

You walk deeper into the cavern, trying not to think about how strange and unnatural this all is. You come to an archway of rock and walk through it into an even bigger cavern where you see the remains of an ancient building, perhaps a temple, half buried by rocks. You see ruined pillars and walkways, cloisters, buttresses, and, in the centre, a huge pit of purple fire.

The cavern looks deserted, but as you walk towards the fire pit you see movement. Demon soldiers have appeared on a high walkway. They jeer down at you and throw filth, and, as they do so, more demons appear, from holes in the walls and cracks in the ground, from tunnels and caves and ruined doorways. Their armour and weapons are rusty, their flesh decaying, many are missing limbs ... but there are hundreds of them. An army. And alongside them, emerging from the shadows, are other creatures, dead things, monstrous things, twisted things, hopping, crawling, flapping, squirming. You see giant insects and deformed Lizardmen, and nameless creatures from your nightmares, half bird, half fish. Several huge tusked beasts lumber in to block the way back to the gates. The ghouls riding on their backs are wielding cruel, barbed weapons and screaming with laughter.

Hearing the ghouls, all the monsters now start to laugh and chant, louder and louder... 'Ulrakaaah! Ulrakaaah! Ulrakaah!' Some turn their naked behinds towards you, other spit and curse, some just stare in silence, sharpening their blades.

And now, from the fiery pit in the middle of the cavern floor, something monstrously huge begins to rise up... You see two great twisted horns, and then a helmet, and then a face that you know you will never forget as long as you live ... which might not be that long at all. This was once a woman, but she now has the face of death. The teeth are yellow and pointed like the teeth of a cat. The flesh, which is peeling and rotten, is a corpse-like bluish grey. The eyes burn with a red fire of hatred.

And still the figure rises up ... and up, and up, and up until its head almost touches the roof. And now this awful thing tilts back its head and lets out a terrible shriek...

'Uuuuurrrrrrraaaaaaaawwwwwwwwwrrrrrrr...'

You realize it is calling out its own name. This is Ulrakaah, Queen of Darkness, Mother of Demons. She who was once a beautiful high priestess of Throff has grown huge and vile by feasting on the demonic energies of this realm.



'Who is this who has come into my realm uninvited?' she howls, staring at you. 'Like a slug from a midden heap? Well, we shall show this scrap of nothing, this fleck of dung, our hospitality, shan't we, my little children, my dear ones?'

She laughs at you, the sound echoing inside your skull, and raises two massive swords, one in each hand, while her horde caper and scream and howl all around her.

'I will give you the gift of death,' she says and now her army marches towards you. There are so many of them, with more pouring in from the caves and tunnels on every side. It is going to be a hard battle to win.

Make a note of the attributes for the DEMON HORDE:

*DEMON HORDE* *SKILL 400* *STAMINA 800*

If you ate some of the Holy Man's Seeds of Galana before passing through the gates, turn to **168**. If not, turn to **25.**





**458**

You have rid Blossom of the demon spirit. She sits up, blinking and confused.

'Well done!' shouts Fossick from the trapdoor. 'You've saved my beautiful Blossom. Come on up and I'll give you your reward.'

He lowers down a ladder, and you and Blossom climb out of the cellar. Fossick hugs you both and leads you over to his treasure chest.

'You can choose three things from in here,' he says and then waves his hands over a strange dragon-shaped lock while muttering a magic spell... 'Unctus fibaris nostratum...' The dragon's jaws widen and the lock clicks open.

Inside you see all of Fossick's treasure. Choose any three of the following items: a bag of 10 Gold Pieces, a jewelled warhammer, a Deathstone, a Horn of Plenty, a Harp of Healing, a Hero's Medallion.

Turn to **290.**

**459**

You use your magic item, delete it from your Equipment List, and travel back in time. Turn to **466**.



460

You are in a room with a long table down the middle of it. This must be the refectory where the temple workers eat. There are two doors here, one leading to the dormitory and one with images of cooking implements carved into it. There is also an opening in the east wall where someone – or something – has smashed a hole through the brickwork.

To investigate the hole in the wall, turn to **195**. To go back into the dormitory, turn to **295**. To go through the door with the images of cooking implements carved into it, turn to **273**.

461

You undress, slip into the warm, soothing water and feel instantly revived. This is no ordinary bath. (Restore your *STAMINA* score to its Initial level and add 1 to your *SKILL* score.) Afterwards, you quickly dress and return to the passageway. Turn to **279**.

462

You stare at the compass, the pointer spinning round and round and round ... and all around you grows dark, until all there is in the universe is that hand spinning for ever ... and then that too dims.

Your adventure is over.



463

You climb up on to the Lamassu's back and take hold of the thick black hair growing at the base of its neck. It runs along, faster and faster, then unfolds its wings, beats them, once, twice, three times, gives a great kick and rises into the air. A few more beats pull it up into the sky. You feel its powerful muscles working beneath you.

Up and up it goes until you can see all of the countryside between Silverton and Salamonis spread out like a map. Soon you are flying over Salamonis itself. From up here everything looks calm and peaceful. The Lamassu follows the road and it's not long before you see the Moonstone Hills to the east. The hills form a barrier between western and eastern Allansia and from way up here they don't look very big at all. Snaking through the centre of the hills is Trolltooth Pass: the only way into northwest Allansia from the Flatlands and beyond.

The Lamassu's strong wings flap and thrum the air as on you fly. Day fades into night and you fall asleep, holding tight to the Lamassu's hair, safe in the knowledge that it won't drop you. When you awake, the sun is sending its first fiery rays over the horizon and you are flying high above the Flatlands, an endless, featureless expanse of grassy steppes. You press southwards and, when the sun is high in the sky, grass gives way to rocky scrubland. You



are on the fringes of the Plain of Bronze. It looks dead and desolate, a windswept patchwork of sand and ash and lumps of bronze that reflect the sunlight back in flashes.

'They say that there was once a great battle here,' says the Lamassu, 'during the War of the Wizards. And there was a terrible fire, like a fallen sun, that burnt to dust what had been a rich and fertile plain. The stories tell that the Invisible City is somewhere in the middle, near where there are three pillars known as the Three Tiger Mountains, though each is only really a tall column of rock. One is named Mount Rogaar, after the lion god. One is named Mount Magir, after the tiger god, and the third is named after their sister, Meerar, goddess of cats. They say that you can see the Invisible City from the top of one of the three peaks, if you know how to look. I could set you down there, but I have no idea what you will see. And we must be quick, for there is danger all around.'

As the Lamassu says this, you see that what you at first took for a dark cloud in the distance is moving fast towards you, and as it gets nearer you see that it is actually a flock of birds. But they're no ordinary birds. They have been cursed by the demon plague and are so mutated and malformed you wonder how they can still fly. Some have massive, clacking beaks, others have huge dragon-like claws, some have steel-tipped feathers.



You can see no signs of any city, but below you, you can now see three tall columns of rock standing alone, each one a different colour. One is reddish brown, one is sandy-coloured and one is ash grey. The top of each rock is only about twenty paces wide.

To land on the red rock, turn to **266**. To land on the sandy one, turn to **280**. To land on the grey one, turn to **297**. To return to Salamonis and seek more information in the city, turn to **354**.

**464**

You inspect the adventurer's box. If you have the Icefinger Key, turn to **445**. If you want to try any other key you have, turn to **418**. If you want to force the lock, choose a weapon and turn to **425**.

**465**

You walk down the street, which comes to a dead end. There's a shop here, though, with a sign saying: Magic Artefacts. You can see coloured lights glinting inside, red and blue and purple. There are some broken jars of potion near the doorway, and when you look closer you see that one of them isn't broken after all. It's a jar of 'Pretty as a Picture'. (Add the potion to your Equipment List.)

To go into the shop to look for more potions, turn to **412**. To go back the way you came, turn to **395**.



**466**

If you have any of the following items listed on your Adventure Sheet, cross them off now:

Silver Star Ring, Silver Compass, Flask of Firewater, Silver Trowel, Silver Swift Boots, Sun Hat, Walking Staff, Locked Box, Blue Frog, Bier Goggles, Map, Bronze Star, Bronze Swift Boots, Staff, Canteen, Bronze Compass.

(Your Provisions, Gold Pieces, any potions and vials of smoke-oil are unaffected by the strange magic.)

Restore your *SKILL*, *STAMINA* and *LUCK* scores to their Initial values and turn to **200**.

**467**

You pull the cork out of the bottle labelled 'Pretty as a Picture' and a cloud of turquoise gas that smells of lavender escapes. The hounds cough and choke. They are weakened but still alive. If this is your first attempt at using a magic potion, turn to **45**. If this is your second attempt, turn to **27**. If this is your third attempt, turn to **419**.

**468**

You raise the axe and swing with all your might, but as it strikes the lock the treasure chest bursts into flames, and you watch helplessly as it turns to dust and ashes.



The treasure is destroyed. You can do nothing but carry on with your adventure. Turn to **350.**

**469**

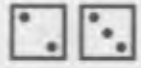
Denka has defeated you. Your adventure is over.

**470**

You emerge on the other side of the Gates to find your own body lying lifeless on the floor. Quickly you return to it and the next moment you are alive again.

You stand up, wobbly and weak and gasping for breath. You hear a voice thanking you and turn to see Alesstis, holding out her hands towards you. With her are the Fish with a Thousand Voices, Castrabel, the young acolyte, and the Wooden Scribe. They hug you and thank you and press gifts on you – magic potions and gold and enchanted weapons.

'You have saved us and you have saved all Titan,' says the High Priestess. 'You are no longer a mere acolyte. You are now a fully-fledged sorcerer. Together we can make more smoke-oil, enough to cure all the demons that remain in Allansia, and after that I am sure you will do many more extraordinary things and go on many amazing journeys and save many people, and your name will go down in history. Good luck on your adventures and may your stamina never fail.'



# HOW TO FIGHT THE CREATURES OF THE GATES OF DEATH

Before embarking on your adventure, you must first determine your own strengths and weaknesses.

To see how effective your preparations have been you must use the dice to determine your *SKILL, STAMINA* and *LUCK* scores. On pages 340-341 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your *SKILL, STAMINA* and *LUCK* scores. Write on the *Adventure Sheet* in pencil so you can erase previous scores when you start again. Or make photocopies of the blank *Adventure Sheet.*

## SKILL, STAMINA AND LUCK

To determine your *Initial SKILL, STAMINA* and *LUCK* scores:

- Roll one die. Add 6 to this number and enter this total in the *SKILL* box on the *Adventure Sheet.*
- Roll both dice. Add 12 to the number rolled and enter

this total in the *STAMINA* box.

- Roll one die, add 6 to this number and enter this total in the *LUCK* box.

*SKILL* reflects your swordsmanship and fighting expertise; the higher the better. *STAMINA* represents your strength; the higher your *STAMINA*, the longer you will survive. *LUCK* represents how lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.

*SKILL, STAMINA* and *LUCK* scores change constantly during an adventure, so keep an eraser handy. You must keep an accurate record of these scores. But never rub out your *Initial* scores. Although you may receive additional *SKILL, STAMINA* and *LUCK* points, these totals may never exceed your Initial scores, except on very rare occasions, when instructed on a particular page.

## BATTLES

When you are told to fight a creature, you must resolve the battle as described below. First record the creature's *SKILL* and *STAMINA* scores (as given on the page) in an empty *Monster Encounter Box* on your *Adventure Sheet*. The sequence of combat is then:

1. Roll the two dice for the creature. Add its *SKILL* score. This total is **its** *Attack Strength*.
2. Roll the two dice for yourself. Add your current *SKILL*. This total is **your** *Attack Strength*.
3. Whose *Attack Strength* is higher? If your *Attack Strength* is higher, you have wounded the creature. If the creature's *Attack Strength* is higher, it has wounded you. (If both are the same, you have both missed – start the next *Attack Round* from step 1 above.)
4. If you wounded the creature, subtract 2 points from its *STAMINA* score. You may use *LUCK* here to do additional damage (see 'Using Luck in Battles' below).
5. If the creature wounded you, subtract 2 points from **your** *STAMINA* score. You may use *LUCK* to minimize the damage (see below).
6. Make the appropriate changes to either the creature's or your own *STAMINA* score (and your *LUCK* score if you used *LUCK)* and begin the next *Attack Round* (repeat steps 1–6).

This continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

## LUCK

Sometimes you will be told to *Test your Luck*. As you will discover, using *LUCK* is a risky business. The way you *Test your Luck* is as follows:

Roll two dice. If the number rolled is *equal to* or *less than* your current *LUCK* score, you have been *lucky*. If the number rolled is *higher* than your current *LUCK* score, you have been *unlucky*. The consequences of being *lucky* or *unlucky* will be found on the page.

Each time you *Test your Luck*, you must subtract one point from your current *LUCK* score. So the more you rely on luck, the more risky this becomes.

### *Using Luck in Battles*

In battles, you always have the option of using your luck either to score a more serious wound on a creature, or to minimize the effects of a wound the creature has just scored on you.

**If you have just wounded the creature:** you may *Test your Luck* as described above. If you are *lucky*, subtract an *extra* 2 points from the creature's *STAMINA* score (i.e. 4 instead of 2 normally). But if you are *unlucky*, you must restore 1 point to the creature's *STAMINA* (so instead of scoring the normal 2 points of damage, you have now scored only 1).

**If the creature has just wounded you:** you can *Test your Luck* to try to minimize the wound. If you are *lucky*, restore



1 point of your *STAMINA* (ie. instead of doing 2 points of damage it has done only 1). If you are *unlucky*, subtract 1 *extra STAMINA* point.

Don't forget to subtract 1 point from your *LUCK* score each time you *Test your Luck*.

## RESTORING SKILL, STAMINA AND LUCK

### *Skill*

Occasionally, a page may give instructions to alter your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its Initial value unless specifically instructed.

### *Stamina and Provisions*

Your *STAMINA* score will change a lot during the adventure. As you near your goal, your *STAMINA* level may become dangerously low and battle may be particularly risky, so be careful!

You do not start the game with any Provisions but you may acquire some during the course of your adventure.

If you do, keep track of how many meals you have left by using the Provisions box on the Adventure Sheet. You may eat only one meal at a time. When you eat a meal, add 4 to your *STAMINA* score and deduct 1 point from your Provisions.

You may also restore *STAMINA* points by treating your wounds using the contents of jars of healing ointment. If you have been wounded in battle, and you have some healing ointment, you may use one jar to restore up to 4 *STAMINA* points. You may use only one jar of healing ointment at a time, which must then be discarded.

Don't forget that your *STAMINA* score may never exceed its Initial value unless specifically instructed in the text.

*Luck*

You will find additions to your *LUCK* score awarded when you have been particularly lucky. Remember that, as with *SKILL* and *STAMINA*, your *LUCK* score may never exceed its Initial value unless specifically instructed on a page.



## EQUIPMENT AND POTIONS

You start your adventure without a weapon of any kind, the hardy travelling clothes of an acolyte of the Crucible Isles, and a backpack, in which you can store items you find as your adventure progresses.

During the course of your quest you may well acquire various potions. These should be recorded in the Potions box on your Adventure Sheet.

You may well also find various weapons that you can use. If you find a weapon, write it down in the Weapons box on your Adventure Sheet. Until you acquire a weapon, you must fight unarmed. When you are fighting unarmed, in combat you must reduce your Attack Strength by 2 points and if you injure an enemy you will only cause them 1 point of *STAMINA* damage.

## WEAPONS

There are a number of different weapons that you may come across during your adventure and their different qualities are listed below.

**NO WEAPON**: If you have to fight unarmed you must reduce your Attack Strength by 2 points and

any successful hits will only cause your opponent 1 *STAMINA* point of damage.

**RUSTY BREADKNIFE**: The rusty blade of the breadknife will cause 1 *STAMINA* point of damage on a successful strike.

**FIRE IRON**: This improvised weapon will cause an enemy 2 *STAMINA* points of damage but wielding it in battle reduces your Attack Strength by 1 point.

**PITCHFORK**: When used in combat the pitchfork causes 2 *STAMINA* points of damage at a successful hit. However, it was designed for farming, not for battle, and so you must reduce your Attack Strength in battle by 1 point for as long as you are using it.

**CUDGEL**: A hit from the cudgel causes 2 *STAMINA* points of damage, unless you roll a double whilst calculating your Attack Strength, in which case it will only cause 1 *STAMINA* point of damage.

**CLEAVER**: This chopping blade will cause 2 *STAMINA* points of damage when used as a weapon.

**HARPOON**: The harpoon causes 2 *STAMINA* points of damage at a successful strike.



**SNEAKY SWORD**: This weapon, favoured by thieves, causes 2 *STAMINA* points of damage.

**ASSASSIN'S STILETTO**: This slim dagger, favoured by hired killers, causes 2 *STAMINA* points of damage. However, the blade is poisoned, so for the first two battles you fight using it, once you have wounded your opponent they will lose 1 *STAMINA* point every Attack Round, regardless of whether you actually strike them or not. After two battles there will not be any more poison left on the blade.

**WOODMAN'S AXE**: A successful hit with the axe will cause 2 *STAMINA* points of damage. However, if you roll a double whilst calculating your Attack Strength, and you win the Attack Round, its heavy blade will cause 3 *STAMINA* points of damage instead.

**TEMPLE GUARD'S AXE**: This blessed weapon will cause 2 *STAMINA* points of damage at a successful strike, unless you roll a double whilst calculating your Attack Strength, in which case it will cause 3 *STAMINA* points of damage. As long as you are wielding this weapon in battle you may add 1 point to your Attack Strength.

**JEWELLED WARHAMMER**: This magical weapon causes 2 *STAMINA* points of damage unless it is used

against Demons, in which case it will cause 3 *STAMINA* points of damage. It is also particularly effective against creatures made of stone or crystal. If you make a successful strike against such a creature it will suffer 4 points of *STAMINA* damage!

**KHOPESH**: The khopesh adds 1 point to your Attack Strength in battle and causes 2 *STAMINA* points of damage at a successful strike. However, when you are fighting Demons it adds 2 points to your Attack Strength and will cause 3 *STAMINA* points of damage.

# ADVENTURE SHEET

SKILL

STAMINA

LUCK

EQUIPMENT

GOLD

POTIONS

WEAPONS

PROVISIONS

# MONSTER ENCOUNTERS

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# ADVENTURE SHEET

SKILL

STAMINA

LUCK

EQUIPMENT

GOLD

POTIONS

WEAPONS

PROVISIONS

# MONSTER ENCOUNTERS

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YOU ARE THE HERO

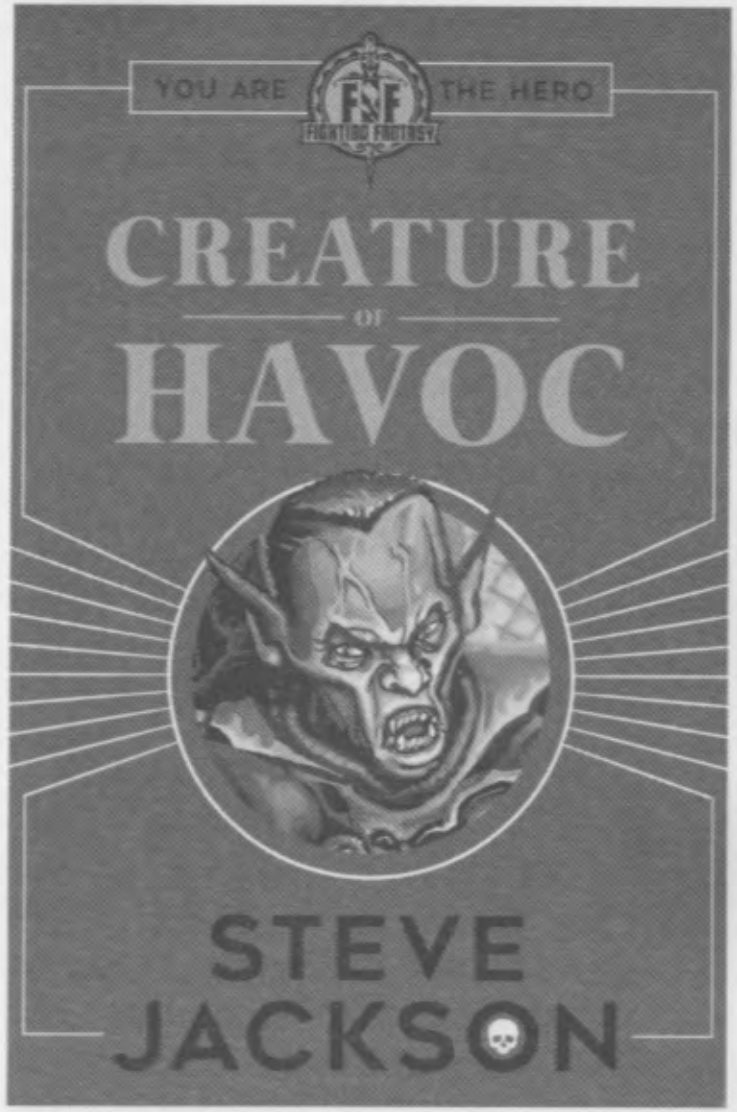
FF FIGHTING FANTASY

# DEATHTRAP DUNGEON

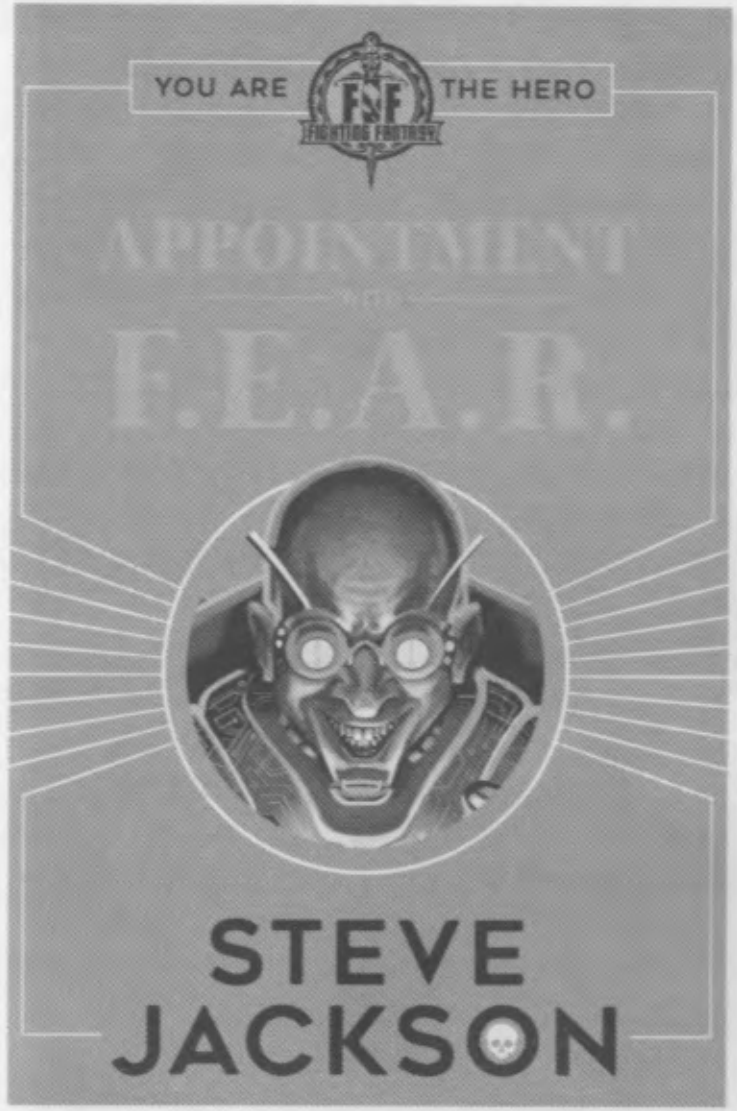


## IAN LIVINGSTONE

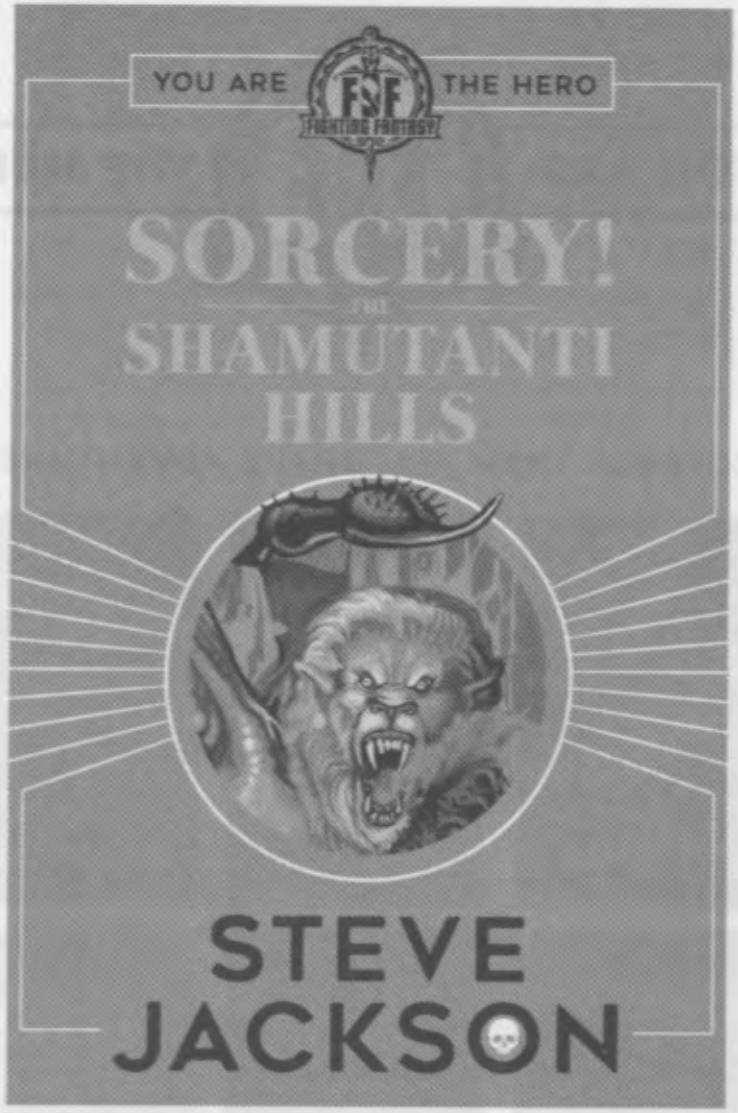
**YOU, the hero, must enter the trap-filled and monster-infested labyrinth of Fang, where YOU must take part in evil Baron Sukumvit's Trial of Champions. Competing against five other adventurers, YOU must discover the key to escaping and winning the Trial.**




**YOU, the hero, must find a way of defeating the feared necromancer Zharradan Marr. Access the Galleykeep, Marr's flying vessel, to destroy his portal and his means of entering Allansia — or perish in the attempt!**




**YOU are the Silver Crusader. YOU use your superpowers to discover the location of a top-secret F.E.A.R. meeting, capture the Titanium Cyborg and his gang, and bring them to justice and save Titan City. Can YOU complete this difficult quest?**




**YOU, the hero, must search for the legendary Crown of Kings, and journey the Shamutanti Hills. Alive with evil creatures, lawless wanderers and bloodthirsty monsters, the land is riddled with tricks and traps waiting for YOU. Will YOU be able to cross the hills safely?**

YOU ARE THE HERO

FIGHTING FANTASY

COLLECT THEM ALL, BRAVE ADVENTURER!





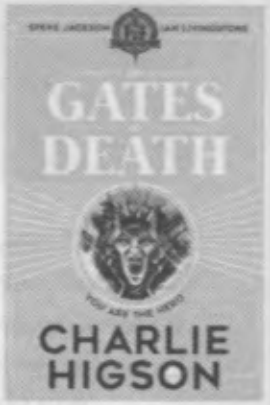










SHADOW OF THE GIANTS

IAN LIVINGSTONE

FIGHTING FANTASY 40 YEARS

SECRETS OF SALAMONIS

STEVE JACKSON

FIGHTING FANTASY 40 YEARS

CRYSTAL OF STORMS

RHIANNA PRATCHETT

STEVE JACKSON IAN LIVINGSTONE

FIGHTING FANTASY

THE GATES OF DEATH

CHARLIE HIGSON

YOU ARE THE HERO

FIGHTING FANTASY

ASSASSINS OF ALLANSIA

IAN LIVINGSTONE

YOU ARE THE HERO

FIGHTING FANTASY

THE PORT OF PERIL

IAN LIVINGSTONE